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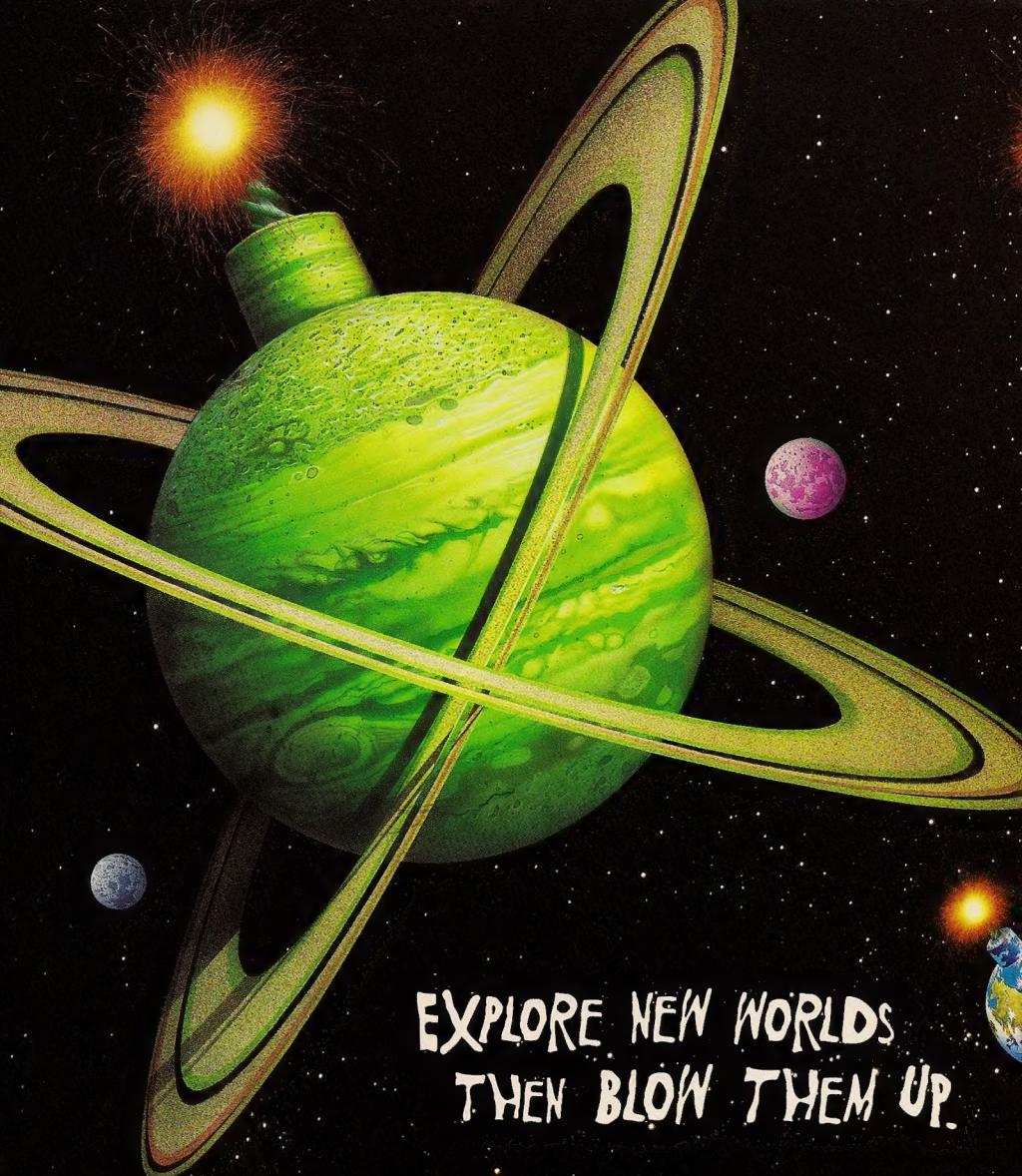
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## THE SECOND COMING

October 1998



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As if *Colony Wars* didn't look good enough before. Now it's even higher-res than before. Turn to page 60 for the whole story.

# Designing Women

No, this isn't a feature about the gun-toting chicks or distressed lasses you find *in* video games. It's about the women who work *on* the games. Page 130.





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# DENIM RIGOR MORTIS.



HARD JEANS



names), in order to beat everyone to the punch, reviewed an incomplete Banjo-Kazooie beta that Nintendo showed in a press tour two months before the game was released. The game has since been changed for the final version, which we reviewed in this issue, the earliest possible review on the finished and completed Banjo-Kazooie. This is not a blind accusation; Nintendo representatives confirmed this for us.

We're not willing to compromise our review policy, even if it means getting our reviews to you a little bit late. Don't forget, you can always go to [www.videogames.com](http://www.videogames.com) for up-to-the-minute info (free plug!).

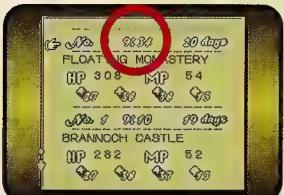
While we're on this complete/incomplete-games-for-review subject...

## Re-Questing Apologies

I've been a loyal subscriber for two years now but after reading your Quest 64 review I had to respond. You people are completely inept, giving this great game such poor scores. I was at E3 where I played the game and talked to the developers. I asked about the game time, and THQ said it takes their best tester 25 hours to finish. But you say 15 hours! Why? Because it turns out you got an incomplete game. You should only review the completed game, not a rush job given to you because you forced THQ to send you a copy before they were ready.

I expect an apology to the readers and to THQ, or at least an honest review on the completed game!

Boris Nepomnichny  
[bn691792@bcm.tmc.edu](mailto:bn691792@bcm.tmc.edu)



Pictured above is Crispin's last saved game file for Quest 64 (saved right before the game's finale). He beat the full, completed, reviewable game in under 10 hours. It took the testers how long to beat Quest 64?

The Quest 64 we played and reviewed was 100 percent complete, and we did beat the game in under 15 hours (in fact, Crispin beat the game in just under 10 hours—he said it was a 15-hour game to give slower players some extra time). So either the people you spoke to at E3 greatly exaggerated the time it takes to complete Quest 64 (because naturally, they want to make the product look as good as possible to you, the consumer), or we're better at playing the game than their testers are.

Our reviews stand.

## Sega O's And A's

I own a Sega Saturn and I want to play import games on it, like X-Men vs. Street Fighter. I have some questions.

1.) I have heard that GameShark lets you play import games on the Sega Saturn, but if you put the GameShark in the cartridge slot, where do you put in the 4 MB RAM cart?

2.) Is there another way of playing import games on your Saturn?

3.) Will Vampire Savior be coming to U. S. shores? What about X-Men vs. Street Fighter with the RAM cart?

Howard Kwak  
[howard@shopguide.com](mailto:howard@shopguide.com)

1.) You can't use the GameShark to play import games that require the 4 MB RAM cart. You can only plug in one cartridge or the other. The only way to play the import games that use a RAM cartridge on an American Saturn is to...

2.) Modify your Saturn. We can't tell you how, but someone, somewhere can fix up your Saturn to play Japanese games without a GameShark. That will free up the cartridge slot for your RAM cart.

3.) Vampire Savior will be coming to the U.S. as Darkstalkers 3 for the PlayStation only. You won't see it, or X-Men vs. Street Fighter (or any other future Street Fighter clones) for the American Saturn.

## More Monkey Business

In issue #107, I had my letter published in your magazine. The letter asked why there were pictures of monkeys in the past few issues. But to my dismay, I didn't get an answer. All I got was a picture with some

mental patient and his monkey. The monkey was biting Shoe while Crispin and Trickman Terry were in the background. Do you guys just love monkeys so much that you have to put them in your magazine?

Steve Ebbers  
Binbrook, ON, Canada



## All-Flaw Baseball '99

While I rarely ever disagree with your reviews, I am compelled to write you concerning your analysis of Acclaim's All-Star Baseball '99 for the N64. This game is filled with bugs—MAJOR bugs. It shocks me that none of your reviewers picked up on the massive amounts of flaws in this game.

This game freezes up and crashes, fails to correctly load and calculate stats, offers features that have to be manually configured by the user, and most gallingly of all, also won't play a nine-inning game sometimes because it "forgets" how many innings the game is set for!

If Acclaim has any kind of reputable people working behind the scenes, they should recall this title immediately and give a refund to anyone who spent money on it. Nintendo should also be ashamed for granting this title its coveted "Seal of Approval." Iron out the problems, and I'm sure even the most irritated of consumers would be willing to give this admittedly great-looking title a second chance.

Andy Dursin  
[dursina@worldnet.att.net](mailto:dursina@worldnet.att.net)

We played All-Star Baseball '99 for several days, and we didn't encounter any of the problems you spoke of. But that's the nature of bugs—they don't always happen.

## Question of the Moment

### What game franchises need to die before more sequels come out?

I love all the Mega Man games, but enough is enough. I think Mega Man should die in the 3D PlayStation version.

[tbaumann@gte.net](mailto:tbaumann@gte.net)

Sonic the Hedgehog needs to have his ass blown away.

[OoACESO@ao.com](mailto:OoACESO@ao.com)

Clay Fighter, Colony Wars (sorry, but it sucks), Toshinden, Bubsy, Jet Moto, Mortal Kombat and Tecmo Super Bowl.

[112156@concentric.net](mailto:112156@concentric.net)

Definitely Mortal Kombat. It's gotten stupid now.

[terran@erols.com](mailto:terran@erols.com)

I don't know about you guys, but 14 Street Fighter games are enough for me. I mean, c'mon, Ryu and Ken must be 50 by now!

[ROB123423@aol.com](mailto:ROB123423@aol.com)

Sorry...Tomb Raider.

[M16Bulls@aol.com](mailto:M16Bulls@aol.com)

If anyone says Final Fantasy, I'll hunt them down and slit their throats.

[ReedSkylar@aol.com](mailto:ReedSkylar@aol.com)

Those damn Final Fantasy games...they suck. (I'm kidding...)

[andyottinger@hotmail.com](mailto:andyottinger@hotmail.com)

Next Month's Question of the Moment: What was your favorite moment (a.k.a. "coolest moment") in a video game?

Send your short, but sweet, responses to: [EGM\\_Mail@zd.com](mailto:EGM_Mail@zd.com) with the subject heading: MOMENT

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**namco**

We're sorry we couldn't warn you of any glitches, but our reviewable copy of this *Baseball Stars* clone worked fine. Believe us, if we knew the game had any problems, we'd let you know about them.



Our copy of *All-Star Baseball '99* worked just fine. Perhaps these bugs surfaced in the very final production phase?

We showed your letter to Bob Picunko, marketing director for Acclaim, and here's what he had to say:

"Acclaim takes the quality of our product very seriously. Each product is subjected to rigorous testing procedures. *All-Star Baseball '99* was tested by Acclaim Studios in Texas, our Quality Assurance Center in New York and by Nintendo. We have received a few calls regarding issues with the game. Most problems have been attributed to the use of unofficial controllers, memory cards or accessories. We recommend using only official Nintendo accessories with *All-Star Baseball '99*.

"There are two situations for which we have received calls that are easily fixed:  
1.) When you create a player or change your roster, you must save your changes immediately. This will create a roster on the controller pak. If you are playing a season you must save your roster and save your season separately. When you return to the game, you must load your roster first, then your season. Rosters must be resaved if you make changes throughout the season.

2.) The game does not simulate other teams' games after each game you play. It only updates the games after completing a series. For example, if you were to play the first two games of a three-game series, the standings for the other teams will not be updated. After the third game of the series the other games will be simulated.

"If you are experiencing any difficulties with any Acclaim game please feel free to call our Consumer Service department at (516) 759-7800 or contact us via e-mail at [techsupport@acclaim.net](mailto:techsupport@acclaim.net)."

## Something Nice To Say

Your issue #109 cover (with Lara Croft) is breathtaking! It is the best video game magazine cover that I have ever seen!

[Apollo12@InfoAve.net](mailto:Apollo12@InfoAve.net)

Thanks, but we don't deserve all of the credit—Robert Silvers, the Georges Seurat clone, made the cover image for us (you may have seen some of his other work, like *The Truman Show* movie poster and some *Star Wars* stuff).

See? Told you we get nice letters.

## Bad News

I find it very interesting that ASCII is making a game called RPG Maker (It's about time someone came out with a creative game like that). I was wondering...

[XCloudPSX@aol.com](mailto:XCloudPSX@aol.com)

We'll just stop you right there before you go too far. We have some very bad news for you. Both Fighter Maker and RPG Maker have been cancelled.

Unfortunately, ASCII doesn't have the resources or manpower to localize these two Pinball Construction Set clones. Because of the complex nature of the games, the original development team in Japan would have to fix them up for the

American market, and they're currently busy working on other projects. ASCII doesn't expect conditions to change, so the game is officially canned for release in the States. Sucks, doesn't it?

## ASK SUSHI-X

Who's the most hardcore gamer of them all? Why it's our very own Sushi-X, *Electronic Gaming Monthly*'s top video game expert. If you have a specific game-related question for our mysterious ninja friend, write him! He'll pick out a few and answer them as only he knows how.

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David Palumbo  
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Ian Donnmeyer  
Pine Grove, PA



Mark Nell  
Belva, WV



Geoffrey Garzotta—Tyler, TX



Dustin Ryan—Orange Park, FL

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# Press Start

The hottest gaming news on the planet

# Pixelized Reality

*The debate on violence in video games is sparked by a bill in Florida that would keep minors from viewing violent games*



Four of the most violent console titles—(top to bottom): Duke Nukem: A Time To Kill, Mortal Kombat 4, Grand Theft Auto and Resident Evil 2.

Violence in video games is hardly a new debate. As far back as the late '70s, when game graphics were not nearly as realistic as they are on today's systems, there was concern that violence in games could lead to real-life acts of aggression. The issue came to a head five years ago when Senator Joseph Lieberman and Herbert Kohl made headlines with a crusade against two games in particular: *Night Trap* and *Mortal Kombat*.

Out of that came the Entertainment Software Ratings Board, which now assigns a rating according to content. The ESRB ratings, which are voluntary (with Blockbuster being the only nationwide chain that enforces the system), have been successful in heading off cries from politicians to ban violent games. A wide majority of the games rated are between the Everyone and Teen categories, while Mature games on consoles are few and far between, and Adults Only games nonexistent. The four or five examples of extremely violent titles that come up every year make up a small fraction of the total amount of entertainment titles available.

Due to recent incidents of teen violence in schools, namely those in Pearl, Miss., Jonesboro, Ark., and Springfield, Ore., the issue of vio-



**Virgin's extremely violent game *Thrill Kill* will probably be the next game to come under fire from lawmakers for its rather explicit scenes of graphic violence. Above is just a sample of what to expect.**

lence in games has flared up again. This time in Florida, in the form of a bill that if passed, would levy stiff fines against arcade and business owners who displayed games considered violent in view of anyone under 18 years of age. This would likely affect arcades where games like *Mortal Kombat 4* are in full view of those under 18 and demos or videos at retail locations for both computer and video games, even though the bill is mainly aimed at arcades. Fines of \$5,000-10,000 would be assessed (not to exceed \$50,000 total) and deposited in a trust fund to treat victims of violent crimes.

Sponsored by Florida Senator

John A. Grant (R-Tampa) and state representative Barry Silver (D-Boca Raton), the bill—called the “Children’s Protection from Violence Act”—was defeated at the beginning of May. But not before gaining quite a bit of momentum, including support from Florida Governor Lawton Chiles, who told a news conference “I’m afraid some kids won’t realize that when you shoot someone in real life, slipping another quarter in the machine won’t bring them back.” Though defeated, it doesn’t mean that this bill is a distant memory or that bills like it won’t pop up in other states in the future. “We feel that it’s unconstitutional.”

## What is Graphic Violence?

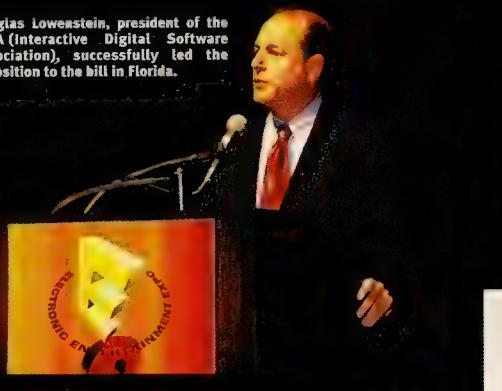
According to the “Children’s Protection from Violence Act” (which was defeated):

“Graphic violence” means the depiction or representation of death or severe injury, including, but not limited to:

1. Decapitation
2. Dismemberment
3. Repeated instances of bloodshedding; or

4. Grotesque cruelty, in a way such that the depiction or representation shocks the conscience of the community and exceeds the boundaries of what should be tolerated in a civilized society.” One has to wonder how you could classify a game that “shocks the conscience” of an entire community. Not the *Teletubbies* game!

Douglas Lowenstein, president of the IDSA (Interactive Digital Software Association), successfully led the opposition to the bill in Florida.



at. We led the opposition to [the bill in Florida] and we're pleased that it was defeated. We expect that it will be reintroduced and we'll oppose and fight it vigorously," IDSA president Douglas Lowenstein told us.

"If we allow some of our young people to have their minds poisoned by this violence, it affects us all," Silver told the Associated Press. "This violence has affected the moral fiber of our youth." This statement was made about video games specifically, but statements like it have also recently been made about TV, music and movies.

"There's a tendency to look for the simple scapegoat, and video games are the simple scapegoat," Lowenstein said. "There's no question that after incidents like these there's a knee-jerk reaction—a need to find out why something like this would happen."

Nolan Bushnell, regarded as the father of video games by many and currently CEO of In.10.City, an arcade/interactive learning project, told us, "I think kids can,

## I'm afraid some kids won't realize that when you shoot someone in real life, slipping another quarter in the machine won't bring them back.

for the most part, differentiate between 'life' experiences and behavior and 'game' experiences and behavior. The problem is that there are 'edge kids' that cannot—and what to do about this is a problem for society. There is .001 percent that are going to be affected in a negative way. Does that damn the whole lot? It shouldn't."

Fact is that studies on the effects of violent games on children have failed to yield conclusive results. Like ratings systems on TV programs and parental warning stickers on music, the responsibility on policing content falls on parents across America and the limits and ideals they want their kids to follow. As the first amendment guarantees free speech and freedom of expression, any ban on violent games would be unconstitutional—however, that has not stopped politicians from trying to gain public favor by tackling the issue.

## What is Your Take on Video Game Violence?

**12.5%** The government should enforce game ratings.

Parents should decide what is appropriate.

**87.5%**

Source: [videogames.com](http://videogames.com) main poll results for Mon July 6, 1998

**GamePAC**  
A Political Action Confederation

## GamePAC rallies the troops against politics

There hasn't been an organization in the industry with the specific task of lobbying Congress to protect the interests of the electronic entertainment industry. Until now, that is.

A number of PC developers and others have formed a political action committee, called GamePAC. Announced at E3, the committee recently released a statement about its intentions, "to develop a political action confederation made up of people who develop, promote and publish computer games."

Another part reads: "It is time that our voices be heard. As an industry, we have more political power than we can even imagine. Except for a few voices—such as the IDSA, an industry trade association representing software publishers—our industry is not heard in Washington and state capitals. However, the voices of lawmakers who want to blame our industry for violence in our society, who want to mandate a ratings system, who pass Internet censorship laws, are heard, while we remain silent."

Among the participants involved in the inception of GamePAC were: Mark Shander, the marketing director for IcePICK Games; Vince Desiderio, CEO of Running With Scissors; Gail Markels, General Counsel of IDSA; Bobby Seale, founder of the Black Panther Party and head of production for R.E.A.C.H. Cinema Productions; and Derek Smart, designer and lead developer of Battlecruiser: 3000AD.

## Warning: Do not inhale

Hot on the heels of the recent video game violence bill in Florida came accusations by some that the advertising for Fox Interactive's *N2O: Nitrous Oxide* glamorizes drug use and culture.

Ginna Marston, executive vice president of the Partnership for a Drug-Free America told the *Washington Post*, "We're not trying to imply that anything that goes on in pop culture is going to cause drug trends to change single-handedly, but we have to all recognize the huge influence that pop culture has on kids and attitudes toward drugs."

Just remember: Real gamers don't use drugs.

**NEVER TRIP ALONE**  
ALWAYS USE 2 PLAYER MODE

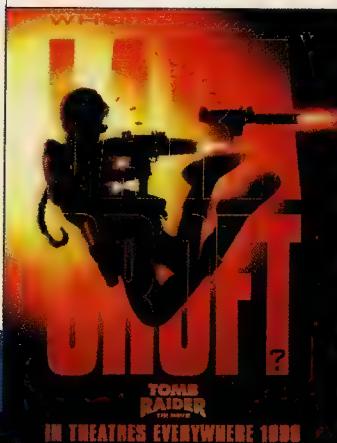
## Lara Croft set to hit the big screen in '99

She's a hit on the small screen. Some game players idolize and worship her. She's been on scores of magazine covers. She's not real. Yet, if you ask the average person who Lara Croft is, they probably wouldn't know. That is, until next summer, when Paramount releases the *Tomb Raider* movie.

While the role of everyone's favorite buxom polygonal babe hasn't been cast yet, Paramount has already begun promoting the movie, which is scheduled to hit theaters summer 1999 (hope it doesn't open on the same weekend as *Episode One of Star Wars*. That'd be a losing battle). The posters, which started appearing on the Web and in movie theaters in June, ask the question "Who is Lara Croft?"

Of course, we'd all like to know which actress will be playing her. For fans, the casting of Lara will make or break the movie. Sites like The Croft Times ([www.cubelt.com/ctimes/](http://www.cubelt.com/ctimes/)) are following the movie closely, and so are we. Keep your eyes glued to [videogames.com](http://videogames.com) and future issues of *EGM*, and we'll report it the minute we know.

The *Tomb Raider* movie is just the first of a series of movies based on video games that includes *Doom*, *Wing Commander* and the recently announced *House of the Dead*.



**Nell McAndrew** (above) is the new face of Lara Croft—for now, that is. At left is one of the promotional posters for the *Tomb Raider* movie.

## Event

### Fans of retro games convene

Is retro gaming your hobby? If so, it might be worth your while to trek to The Holiday Inn Casino Boardwalk in Las Vegas August 21-23 for World of Atari, a convention dedicated to Atari and all the consoles of the past. Special guests include Rob Fulop of *Imagic* fam, John Harris (formerly with *Tigervision*), and Howard Scott Warshaw (formerly with Atari and designer of *Yar's Revenge*, *Raiders of the Lost Ark* and *ET*).

Tickets range in price from \$25-60, depending on if you buy them in advance and what you wish to attend at the conference. There are a number of activities that are limited.

There will be exhibits, vendors selling classic games, an auction and more. For more information, visit <http://www.atarihq.com> or e-mail [editor@atarihq.com](mailto:editor@atarihq.com).

**>70%** of the 4,000 products rated by the ESRB are suitable for all audiences.



## Honored



Rare's *GoldenEye* received four awards at the first Interactive Achievement Awards ceremony, held in Atlanta during E3. The game took Interactive Title of the Year, Console Game of the Year, Action Game of the Year (Console) and Outstanding Achievement in Software Engineering.

Other winners include Final Fantasy VII—Adventure Game of the Year and Role-Playing Game of the Year, *WCW Vs. NWO: World Tour* (N64)—Fighting Game of the Year, *Diddy Kong Racing*—Racing Game of the Year, *International Superstar Soccer*—Sports Game of the Year and *Parappa the Rapper*—Outstanding Achievement in Sound and Music and Outstanding Achievement in Interactive Design. As reported last month, Shigeru Miyamoto won the Hall of Fame award.

## Tidbits

**Crystal Dynamics'** *Legacy of Kain: Soul Reaver* for the PlayStation has been pushed back to a release in 1999. The reasoning behind it is because of the game's ambitious scope and a willingness to not sacrifice quality to make the release date.

By the time you read this, the World Cup will be over, and so will the careers of pirates trying to cash in on soccer mania. EA and its Turkish distributor, Aral (Ithalat Ltd., helped bust a ring of counterfeit video games worth more than \$300,000 including several of EA's products (World Cup '98 included).

## 30-second Blitz

Kordell Stewart, starting quarterback for the Pittsburgh Steelers and spokesman for Midway's hot arcade game *NFL Blitz*, recently shot the commercial for the game in Santa Clarita, Calif., at the College of the Canyons.

In the commercial, Stewart "practices" throwing the football. At one point he says to his coach, "Haven't missed one all day." Then, as the camera pans upward and over his shoulder, it is revealed that Stewart's using members of the marching band as target practice.

Stewart describes *Blitz* as "very physical. It's obviously the total opposite of what real world football presents."

# GOOOOOOOAHHHHALLLLL!!!!

# 12

In the Dead Ball Zone arena,  
the aim of the game is simple.  
Put the ball in the back of the net.

By catching. Shooting. And beating your  
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World Championship. But be warned, in Dead Ball Zone,  
a veteran is a guy who's playing his second game.

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SCALP, SCALP, SCALP, SCALP, SCALP, SCALP



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# TOMB RAIDER

ADVENTURES OF  
LARA CROFT

III

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## Say What?

"There are plenty of deals to be made in the \$5.1 billion entertainment software industry."

—WIRED July 1998 6.07

"Home movies are a \$15 billion industry, home video games \$7 billion..."

—WIRED July 1998 6.07

WIRED picks a number at random and writes the word billion after it when talking about the games industry.

**"I'm not a girl, and I don't know how to make games for women."**

—Duke Nukem project leader George Broussard, as quoted in the June 30 San Francisco Chronicle. Apparently, Broussard is a man completely at one with his sexuality.

"The Web is the world. Perhaps, when Obi Wan talked about 'The Force' in *Star Wars*, he was really talking about a non-wired Web. We will probably not need wires in a few years once the satellite systems get up and we have bio implants, and then later bio transceivers genetically engineered into our DNA."

—The Internet as described to GameSpot

News by Nolan Bushnell, the father of video games as we know them. So that's why his lips weren't moving when he talked to us.

**"I'm talking about [games] where you engulf yourself in a virtual reality and pursue women so you can rip them all apart to the stereophonic sounds of 'KILL! KILL!'"**

—Boca Raton, Fla. Rep. Barry Silver proves that he knows a lot about video games [sarcasm off].



Nolan Bushnell in the days of Chuck E. Cheese.

## At the Movies



### Zombies Ate My Neighbors

Sega's zombie shoot-'em-up *House of the Dead* is the latest video game to be turned into a movie. Bob Dylan's son, Jesse (not Jakob, frontman of The Wallflowers) will direct the film. Jesse Dylan optioned the rights to the film from Sega out of his own pocket. Dreamworks is set to release the movie.

Writer Mark Verheiden—who brought *Time Cop* and *The Mask* to the big screen—will write the movie's screenplay.

Verheiden's and Dylan's *House of the Dead* is located in a small town where the local college's most fashionable kids also happen to be zombies. A zombie murder at a rave sets up the invasion of the "goth" house by the film's heroes. Hmmm...maybe it's "loosely" based on the game.

### Gex Jumps onto Color Game Boy

Hot on the heels of several announcements of Color Game Boy titles at E3 (including Konami's *Spawn*, among others), Crystal Dynamics recently announced that GEX: Enter the Gecko will be jumping from the Sony PlayStation and the Nintendo 64 onto the upcoming Game Boy Color when it releases later this year.

GEX: Enter the Gecko picks up where the original Gex left off. Gex must battle his enemy, Rez, who is attempting to take over television broadcasts. So Gex is thrust into the Media Dimension where he fights off creatures in such levels as The Rocket Channel, Toon TV and Kung-Fu Theater.

With Gex's next home adventure set to be released next year, this Game Boy Color excursion might just be what Gex fans need for the holidays.

[www.crystald.com](http://www.crystald.com)

Everyone's favorite Gecko with an attitude is set to hit the Game Boy Color later this year. How will his wise-cracking antics translate to the portable screen? We'll all find out soon enough.



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the enemy is real

# International News

## NEC Goes Daydreaming

NEC reveals its first two titles for Sega's Dreamcast

NEC, whose Power VR chipset makes up the heart of Sega's Dreamcast system, recently unveiled its first two titles for the machine in Japan: *Seventh Cross* and *Sengoku Turb*.

*Seventh Cross*, a simulation/RPG, merges 3D exploration with a life simulator. As you fight and eat other life-forms, your character begins to evolve. One option allows you to choose how you evolve. As you evolve, you gain access to explore more areas, such as the highlands or the sea. *Seventh Cross* will have more than 81,000 life-forms for you to battle, eat and use to evolve.

**Sengoku Turb** is NEC's entry into the action RPG category on Dreamcast. It follows a very lighthearted, wacky story line of Jino-chan, a warrior forced to take sides in a war.

The game is scheduled for release on Nov. 20—the same day the system launches.

The other game, *Sengoku Turb*, is a comical action-RPG title set in a fully polygonal world. The main character of the game is a little girl named Jino-chan. During a flight through space, her ship is forced to land on the planet Lion. On this planet, a war between two countries, Cat and Sheep, has broken out. She joins the war as chief of army on the side of the Cat. As it sounds, there will be lots of wacky, kiddy and comical battles. *Sengoku Turb* is scheduled for a winter release.

The *Seventh Cross* merges the RPG and life simulation genres. As you see here, you will take on many different life-forms along the way.



### Strap this kitty to your belt

When Nintendo introduced *Pocket Pikachu* in Japan last March, it was a huge success. So much so, that now Nintendo is introducing a follow-up starring one of Japan's most recognizable characters —Hello Kitty.

*Pocket Hello K'tty* goes on sale in Japan on Aug. 21 at an MSRP of 2,500 yen, the same price as the *Pocket*

*Pikachu* (approximately \$18 at current exchange rates).

In addition to the features from *Pocket Pikachu*, *Pocket Hello Kitty* has items and events that happen throughout Kitty's life. You can also collect various items and then use them as the occasion arises. There are minigames similar to that of *Pocket Pikachu*'s too.



Playing tennis is just one of Hello Kitty's hobbies.



# International News

## The 64DD Question

*64DD changes from game delivery to enhancement*

Nintendo's position in Japan will get a boost when *Pocket Monsters Stadium* and *Zelda* are released. But when talking about the Japanese N64 market, it's hard to ignore the 64DD, which currently looks as if it's being transformed from a game delivery medium to an enhancement peripheral. The same thing could happen in the United States.

Examples are adding up of games that were originally DD only being fitted to be cart and DD combos. Conversely, cartridge games are getting DD add-on disks or upgrades.

Take for example *F-Zero X*, which features a randomized track generator option that makes new tracks each time you play. When the DD course editor/upgrade is released, you'll be able to edit and store these tracks to disk. EA Square's *Sim Copter 64* will be released in Japan on Sept. 25. This game works in conjunction with Nintendo/HAL's *SimCity 64* on the DD allowing you to fly through cities you've built. *Pocket Monsters Stadium* has 33 of the 151 Pokemons from the Game Boy version. It's expected that when the DD comes out, a disc will be released which will have the rest.

Mother 3, once thought to be a DD-only title will likely come as a cart and DD. The reason is that the cart can be used for the game's engine and the DD for loading extra data when necessary. This speeds up the game making any load time negligible.

Finally, the *Zelda 64* DD upgrade will be used for the "second quest," allowing gamers to go back into the game and get a lot more out of it. Miyamoto told Japanese magazine *The 64 Dream* that once the cartridge *Zelda* is complete, his team will divide in two: one to work on *Zelda DD*, the other on a new, yet unknown game using the *Zelda* engine.

Even with all of this, there are still games that will be 64DD-only: *Mario Artist*, *SimCity*



64 and Cabbage (Miyamoto's virtual pet project), and reportedly more than 10 from the Nintendo-sponsored company Marigul.

Miyamoto also recently revealed to Kid News, the *Chicago Tribune*'s weekly kids section that "a sequel to Super Mario 64 is in the works. The game will be released when we feel it is completely finished and offers new and challenging gameplay experiences. The rough timing is between the end of this year and summer 1999." It's been reported that Miyamoto started work on it some time ago, but left it mid-way through to complete *Zelda*.

It's also been recently revealed that the teams responsible for 1080° *Snowboarding* and *Yoshi's Story* are both already hard at work on new games.

### Sayonara, Pokemon

As an example of the immense popularity of *Pokemon* in Japan, ANA (All Nippon Airways) is flying *Pokemon* jets this summer. Two of the airline's domestic line jets will feature popular *Pokemon* characters (Pikachu, Aria and Mew among others) painted on the side. Mew is the 151st *Pokemon* from the Game Boy titles, which was given away specially at last year's Space World expo. On a side note, it's not yet known how or if Nintendo of America will make Mew available to players.

These jets took their maiden voyages on July 2. *Pokemon* characters will be featured inside the cabin on paper cups, seat covers and flight attendant aprons (but where are the *Pokemon* air sick bags?). Passengers will also enjoy one of the two animated *Pokemon* movies while flying.



POCKET MONSTERS

### International Bits



### Calling All Developers

Sony Computer Entertainment (SCEI) announced a general call for entries for its game developer-support program, Game Yaroze '98. Once the applicants get SCEI approval, they'll be fixed up with an office, development equipment and support for up to three years.

Finished games will be released by SCEI.

This is the fourth time Sony has done this. SCEI's puzzle game *Xi* (Devil Dice in the States) came out of the program.

### Nintendo, Hudson Join Up

Nintendo has teamed up with Hudson, the company responsible for the *Bomberman* series. The companies have jointly established a software developing company called Manegi. Manegi will develop N64 games based on Game Boy titles and provide the know-how and tools to other software companies.

### Derby Lands on SF

Japan's most popular horse-racing simulator is coming to the Nintendo Super Famicom (Super Nintendo in the States) this summer. A Game Boy version will be released this winter followed by a N64 version next spring. The series' creator, Hiroyuki Sonobe, implied that the N64 version will communicate with the Game Boy version through a 64GB cable, which enables you to use the Game Boy as an N64 controller.

### Gear Up, Solid Snake

Can't hardly wait to play this month's cover-story game, *Metal Gear Solid*? If so, this is sure to make you drool.

A deluxe limited-edition package for *Metal Gear Solid* will be available in Japan in September for 9,800 yen (about US\$80 at current exchange rates). It includes the game, a 45-page color art book, a *Metal Gear* T-shirt, the *Metal Gear* soundtrack, a Fox-Hound dog tag with serial number, a metallic sticker for your memory card, and a gear container. If you'd like this package, reserve one now with your local game importer—they might be hard to get a hold on.

The game will also come with two demos: One for the sequel to the popular RPG, *Saijoden*, which is expected to be released by year's end. The other will be the horror adventure title, *Silent Hill*. Konami hasn't announced a firm release date for *Silent Hill* yet.

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# Top 20

The Top 20 Best-Selling Games of May, 1998

1	Tekken 3	Namco		2	Last Month
2	Gran Turismo	Sony Computer Entertainment		NEW	Last Month
3	1080° Snowboarding	Nintendo		1	Last Month
4	Kobe Bryant in NBA Courtside	Nintendo		20	Last Month
5	Need for Speed III: Hot Pursuit	Electronic Arts		3	Last Month
6	GoldenEye 007	Nintendo		6	Last Month
7	MLB Featuring Ken Griffey Jr.	Nintendo		NEW	Last Month
8	Triple Play 99	Electronic Arts		4	Last Month
9	MLB 99	Sony Computer Entertainment		16	Last Month
10	Tomb Raider	Eidos		7	Last Month
11	Yoshi's Story	Nintendo		5	Last Month
12	Breath of Fire III	Capcom		NEW	Last Month
13	Super Mario 64	Nintendo		11	Last Month
14	Resident Evil 2	Capcom		8	Last Month
15	Mario Kart 64	Nintendo		13	Last Month
16	Rampage: World Tour	Midway		10	Last Month
17	Crash Bandicoot	Sony Computer Entertainment		12	Last Month
18	WCW Nitro	THQ		9	Last Month
19	WCW Vs. NWO: World Tour	THQ		14	Last Month
20	Twisted Metal	Sony Computer Entertainment		18	Last Month

Source: NPD TRSTS Video Games, May, 1998. Call them at (516) 625-2345 for questions regarding this list. Top 5 game descriptions written by the EGM staff.

## Tekken 3

A surprise return to number one from the finest fighting game ever created. If ever a game was worthy of scoring 10's from the review crew this is it. Flawless controls, beautiful graphics and incredible animation make this a definite number one.

10 | 10 | 10 | 9.5  
Crispin | John R | John D | Sushi



### Gran Turismo

Single-handedly responsible for revitalizing the racing genre, Gran Turismo will be a game by which others are judged for a long time. Expect this game to stick around.



### 1080° Snowboarding

A not so surprising drop for Nintendo's "different" sports title. Is it something people will remain passionate about? Or will it be a video game fashion victim?



### Kobe Bryant in NBA Courtside

Sports-starved N64 owners vote with their feet escalating this to a good position. The highest climber on the chart this month. Will it stay with the Playoffs over?



### Need for Speed III: Hot Pursuit

A sure-fire victim of Gran Turismo's might if ever there was one. A respectable return to form for the series, but still not a match for Sony's baby.

9.5 | 9.5  
John D | John R

9.0 | 9.0  
Dean | Kraig

9.5 | 8.0  
Shawn | John R

7.5 | 8.5  
Dan | John D

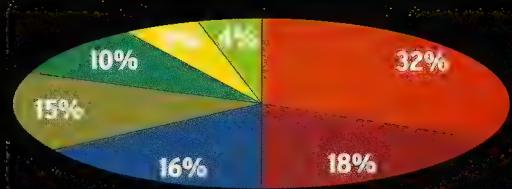
7.5 | 8.5  
Kraig | John R

8.0 | 8.5  
Dean | Dan

8.0 | 8.0  
Sushi | Kraig

8.5 | 8.0  
Kelly | Dan

## Most-Wanted Video Games



1. *Zelda: The Ocarina of Time*
2. *Metal Gear Solid*
3. *Tomb Raider 3*
4. *WWF War Zone*
5. *Tomorrow Never Dies*
6. *Turok 2: Seeds of Evil*
7. *Perfect Dark*

Source: Videogames.com Poll June 1998

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## Top 10 Editors' Picks

1	Banjo-Kazooie	Nintendo	
2	Tekken 3	Namco	
3	Int. Superstar Soccer '98	Konami	
4	Shining Force III	Sega	
5	Gran Turismo	Sony Computer Entertainment	
6	NCAA Football 99	Electronic Arts	
7	Int. Superstar Soccer Pro '98	Konami	
8	CGF: Red Alert Retaliation	Westwood Studios	
9	Kartia	Atus	
10	WWF War Zone	Acclaim	

## Top 10 Japan as of June 21, 1998

1	XI [sai]	Sony Computer Entertainment	
2	Comb. Pro Soccer: Sekai Wo Mezase!!	Axela	
3	Winning Eleven 3: World Cup France '98	Konami	
4	Langrisser V: The End of Legend	Masaya	
5	FIFA Road to World Cup 98	Electronic Arts Square	
6	'98 Koushien	Dreamworks Interactive	
7	Pocket Fighter	Capcom	
8	World Cup 98 France -Road to Win-	Sega	
9	GB Let's Go!! All-Star Battle MAX	Asoci	
10	Theme Hospital	Electronic Arts Square	

## Courtesy of Famitsu Magazine Top 10 as of June 21, 1998

1	Tekken 3	Namco	
2	Marvel Vs. Capcom	Capcom	
3	Golden Tee '97	Incredible Technologies	
4	19XX	Capcom	
5	Bust-A-Move Again	Taito	
6	Metal Slug 2	SNK	
7	World Class Bowling	Incredible Technologies	
8	Super Puzzle Fighter II	Capcom	
9	Zero Point	Gamervision	
10	Police Trainer	P & P Marketing	

# QUARTERMANN

## Video Game Gossip & Speculation

Recent probings have revealed, somewhat unsurprisingly, that an awful lot of developers are working on games for the two imminent new systems—namely the Color Game Boy (due in stores on Nov. 23) and Dreamcast...or DC as Sega is insisting we all call it. While the Dreamcast stuff isn't surprising, it has been particularly refreshing to see the excitement surrounding the new Game Boy.

The Q's network of spies, inspired by the promises of free booze, women and Warheads Sour candy for discovering trinkets of info, have dredged up the following: First, while there are six games due to be launched with the Color GB, there is a good chance that of within spitting distance of Christmas we'll see Konami's color version of *NHL Hockey*, *Gex* (mentioned elsewhere in News), a revamped GB version of *Quest for Camelot* and...er, something I'm sure we're all waiting for with bated breath, a new version of *Titus the Fox*. Um...yes. Can't wait for that one. First-party stuff from Nintendo is likely to include a brand-new Mario game (surprise), a version of *Pokemon* and a new version of *Tetris*, which is rumored to be so advanced that it will somehow interface with an N64 version set for release at the same time. Not sure how this is going to work, but the Q's sources are reliable on this one. On the Dreamcast side of things, we are reliably informed that ASC Games are now also set to publish stuff although no details have been revealed as to what products are in development. Elsewhere, Ocean/Infogrames have indicated that there are to be two DC titles on the way from them—one of which will be an



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enhanced version of the PC voxel-wowzer *Outcast*. While neither the PlayStation nor the N64 is capable of producing anything close to the visuals recently seen at E3, Ocean is confident that the DC is capable of outperforming any currently available PC when it comes to this particular game. Apparently shifting squillions of voxels around requires some significant processor might—something the DC has in abundance. The second product from Ocean will be the long-awaited secret project currently running under the codename *Silver*. This 3D action/adventure game has been in development since the days of Ocean's failed Tribe development team, but is destined to finally see the light of day on DC next year.

The most exciting news from the Sega camp is that there are currently two versions of *Virtua Fighter 3* kicking around at Sega in Japan. The first being the widely acknowledged DC version (rumored to be a new revision of the game)...but most shockingly the second is a *Saturn* version! In an attempt to keep the Saturn market buoyant between now and the launch of DC, Sega would seem to be pulling out all of the stops to keep people happy. If this does make it out it will sell out in seconds. Kind of related to both of the new systems, it would seem that SNK's next machine, the Game Boy-esque *Neo Geo Pocket* is to be Dreamcast compatible. This 16-Bit, black-and-white (although we hear there is a color version in the works too) handheld is set to be released in Japan in October along with a new King of Fighters game. Quite how the DC compatibility fits in, no one knows; some kind of VMS compatibility is likely. Finally the Q spies have a few extra tidbits of info for you...watch for a follow-up to *Grand Theft Auto* within the next year from DMA Design (did you know that DMA stands for Doesn't Mean Anything?), a possible follow-up to *Pitfall 3D* from Activision, maybe a console version of Quake alike 3D action fest *Sin* and a PlayStation version of *Dalkatana* before the end of 1999.

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A collage of images from the Guncannon game, including a girl, a dragonfly, and various game scenes.

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### What is it?

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Our games go to 11!

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# Nintendo 64

## Game Directory

- WipeOut
- Madden NFL 97
- GT64
- Bomberman
- Deadly Acc.
- I Wanna
- Grand Prix
- Waiiaze Country
- GOLF CLASSIC

## Previews

### WipeOut 64

#### Eight Months In The Making

#### My 2 Cents

When we first saw WipeOut 64 at E3 it looked like a perfectly adequate conversion of the PlayStation game. However, now that we've played it we can report that some significant changes are in there. For a start it is incredibly fast. WipeOut XL may have been a bit sharpish—but wait until you see the fastest mode here! Also, the Multiplayer Mode really shows how much fun WipeOut can be...blowing other players away is something that few PlayStation owners ever got to really enjoy.

—John Davison

It's amazing what can be achieved in a few short months. WipeOut 64, which made its debut at E3 is due to be released in November this year—at which point it will have only been in development for eight months. Considering that most games these days take almost two years to produce, this is something of achievement. When we visited Psygnosis' Liverpool studio in the U.K. recently the version on show was a mere three months old and was already virtually complete. All of the tracks were finished, as were the vehicles and the underlying structure of the game. Incredibly, it's not even the original WipeOut PlayStation team working on the product... this is a new team working on what is effectively a new installment of the franchise.

This is no straight conversion of WipeOut XL... oh no. The 64 version of the game differs from the previous two incarnations in some significant areas. Obviously there is the multiplayer aspect on which we reported last issue (up to four players), but with the opportunity to look closer at the game we have learned the following. a) This is much faster than previous WipeOuts. The fastest mode with the fastest vehicle (Phantom II with Piranha) is mind-numbingly quick...in the pre-alpha version we played it was so fast in fact that the game couldn't keep up with itself. Sometimes when you crossed the finishing line it did so between frames of animation and failed to reset the timer. Obviously this will be rectified—but we're talking pretty damn quick here. Imagine five turbo strips in a line in the game we know and love...and

Publisher/Developer	Players/Genre	% Done	Release
Psygnosis	1-4 Racing	40	November 1998

Web Address: [www.psygnosis.com](http://www.psygnosis.com)

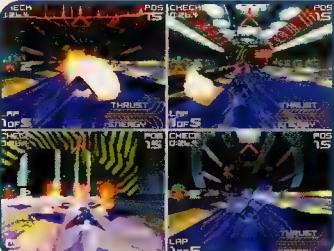


The 64 version doesn't look particularly different from its PlayStation counterparts, although it is much faster and maybe a tiny bit smoother.

then imagine what that would be like combined with a turbo power-up as well. You can jump almost the entire length of the track you're moving so quickly. b) This feels more like a hybrid of WipeOut and XL. The tracks themselves aren't particularly twisty and turny...more smooth, winding and faster paced. c) The special effects are going to burn your eyeballs out. At this stage in the cycle this is the main omission from the revision we played—there were no effects whatsoever built in yet. The team is adamant that the finished product will make use of "every trick the N64 has up its sleeve" so expect cool explosions with transparent effects and dramatic colored lighting dripping from every available texture.

#### Factoid

The graphics engine for the entire game WipeOut 64 shifts fewer polygons than a single main character in Psygnosis' 3D action/RPG ODT.



This is the important stuff...four-player action.

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Publisher/Developer	Players/Genre	% Done	Release
Electronic Arts Tiburon	1-4 Sports	70	August 1998
Web Address: <a href="http://www.easports.com">www.easports.com</a>			

# Madden NFL 99

## Let The Pigskin Wars Begin!

### My 2 Cents

This year's Madden on the N64 looks really impressive. Right now, the only nagging thing is the sometimes low framerate no doubt caused by the high-resolution graphics (they really tax the system). EA is hard at work trying to improve it, and if they manage to get it a little higher, they'll definitely have a winner on their hands.

- Kraig Kujawa

This poor sap is getting manhandled after making a tough grab.



Once again, football season is nearly upon us, and not coincidentally, so is the latest version of EA's Madden football for the Nintendo 64.

Without a doubt, the most impressive thing about Madden NFL 99 is the incredibly sharp high-resolution graphics. The player models are some of the best ever seen in a sports game—they look very lifelike, their uniforms look nearly identical to their counterparts, and their names and numbers are visible on their jerseys. The amount of player animation is impressive. Receivers look the ball into their hands, and make a variety of different catches including one-handed, over-the-shoulder, and low and high grabs. Suffice to say, the days of footballs miraculously being gobbled up by receivers are over. Once in the open field, ball carriers can do jukes via the Z trigger or spin or power burst via the face buttons. If they fail to evade defenders, they'll be subject to a variety of wrap-tackles, and perhaps even a particularly nasty spill where he is picked up and tossed to the ground. During gameplay, it's a little hard to see all of these details, but using the slo-mo instant replay gives you a chance to see everything from every angle.

As there always is with Madden games, there will be plenty of new and improved features that include a Franchise Mode that lets you manage and coach a team over years (and even get fired if you do badly!) and a Fantasy Draft. The artificial intelligence in the game has been further improved upon last year's stellar game, particularly in the areas of the running game and pass defense.

With such sweeping changes and improvements, it looks certain that Madden NFL 99 will be significantly better than last year's unlicensed game. But the big question is whether it will be better than NFL QB Club '99 or not. Look for at least part of that answer when we review it next issue. ☀



Wrap-tackles galore. There's tons of them, and they look pretty fancy too.



Check out the wide receiver looking the ball into his hands. That's good coachin'.



Here, Scott Mitchell audibilizes before the snap. He's usually not smart enough to do that.

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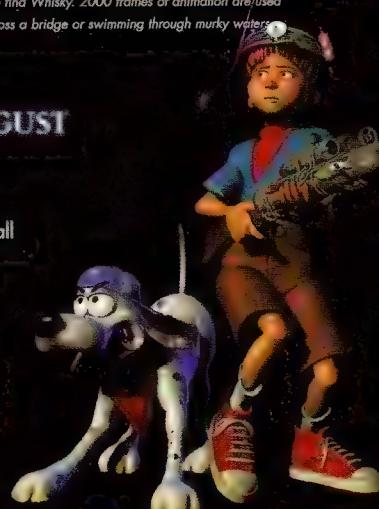
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Publisher/Developer	Players/Genre	% Done	Release
Infogrames Imagineer	1-2 Racing	90	Sept. 1998
Web Address: <a href="http://www.infogrames.net">www.infogrames.net</a>			

# GT64

Could It Be...  
A Good Racer  
For The N64?

# G

T64 is the second N64 racing title to be released by the folks at Ocean.

The publishers of Multi-Racing Championship have taken their talents as racing sim publishers and ushered out a solid-looking grand-touring title. Loaded with real drivers and cars, expandable tracks and slick powerslide fortification, GT64 could be the N64's newest racing darling.

Based on popular GT-style racing in which high-revving modified sports cars compete on street and rural courses, GT strives to capture the same excitement by providing 12 licensed vehicles plus two bonus Imagineer cars. The teams of Nissan, Acura, Toyota and others are represented by their respective drivers and co-drivers.

The vehicles range in power from the mild 1950 CC cars of Toyota to the wild 6000 cc Imagineer bonus car. Players may modify vehicles by means of air foils, tire compound, transmission, steering and so on. The actual tracks are few (only three—Japan, Europe, USA), but each are expandable a la Rage Racer. Of the three, the U.S. and Japanese tracks are city-based while the European course is more rural and rally-like.

As far as gameplay goes, the stiff and limited handling of the vehicles in MRC has thankfully

not been re-created here. It seems the developers have improved the game physics considerably, thus creating cars that actually handle like their real-life counterparts. While the speeds aren't wildly impressive, the controlled power-sliding capabilities are a lot of fun. Still, cutting loose the tires too often can sacrifice speed not to mention the tread. So all in all, improved physics means more driving skill is required and thus the game has more depth and replay value. It's all good.

Are we witnessing the next wave of racing games for the N64? You know, the ones that take better advantage of the system's processing power? We think so. With the soon-to-be-released F1 World



The level of graphic detail as compared to Multi-Racing Championship is much deeper.

Grand Prix as well as GT64, things are looking up for Nintendo owners who love to race. Let's hope even better sims are to follow.



Cornering on the city courses takes a bit of practice.

## Look Familiar?

It's not really fair to compare a publisher's previous offering to its latest honey, but what the heck. On the left are scenes from Multi-Racing Championship, on the right are scenes from GT64. We'll let you compare and contrast.



Two-player is a must for any racing game. Fortunately GT64 does it well.

**Savage Garden** *True Candy* 21813  
 Deeply more, (Columbia) 21813  
**Usher**: *My Way Nice & Slow*, more, (LaFace) ♫ 20965  
**Brian McKnight**: *Anytime* (Mercury) 20974  
**O.C. Jewels** (Int'l Payday) ♫ 21013  
**Robbie Williams**: *Tiger Wall* (Blue Thumb) ♫ 21019  
**Kenny Wayne Shepherd Band**: *Trouble Is...* (Revolution) 21138  
**The Jerky Boys** (Mercury) ♫ 21218

**Boy II Man**: *Evolution* A Song For Mama, more (Motown) 21228  
**New Rated Nasty Too** (Columbia) ♫ 21230  
**The London Symphony Orchestra**: *Kashmir*—Symphonic Led Zeppelin (Point) 21248  
**Mase**: *Haven World* What You Want, more, (Bad Boy/Int'l) ♫ 21245  
**Sublime**: *Second Hand Smoke* (Gasoline Alley/MCA) ♫ 21392  
**Joan Jett And The Blackhearts**: *Great Hits—Fit To Be Tied* (Mercury) 21358  
**Back**: *Odeley* (DGC) ♫ 21411

**Rege**: *Against The Machine: Evil Empire* (Epic) ♫ 21828  
**Bush**: *Deconstructed* (Int'l/Chrysalis) 21520  
**Pure Dance** 1998 U2, The Cardigans, Fresh Nash, OMC, more, (Polydor) 21534  
**Joan Jett And The Blackhearts**: *Great Hits—Fit To Be Tied* (Mercury) 21558  
**Back**: *Odeley* (DGC) ♫ 21411

**Carly Simon**: *Carly Simon* (LaFace) 22666  
**Don Henley's Greatest Hits**: Actual Miles (Geffen) 21415  
**Beavis And Butt-Head Do America/NSYNC**: *No Doubt, Red Hot Chili Peppers, White Zombie, etc.* (Geffen) ♫ 21419  
**Weezer**: *Pinkerton* (DGC) 21435  
**Sonic Youth**: *Washing Machine* (DGC) 21440

**Beavis And Butt-Head Do America/NSYNC**: *No Doubt, Red Hot Chili Peppers, White Zombie, etc.* (Geffen) ♫ 21419  
**Weezer**: *Pinkerton* (DGC) 21435  
**Sonic Youth**: *Washing Machine* (DGC) 21440

**Korn**: *Life Is Peachy* (Immortal/Epic) ♫ 21834  
**Will Smith**: *Big Willie Style* Gettin', Jiggy Wit' It, more, (Columbia) 21988

**Black Lab: Your Body** Above Me (DGC) 22101  
**Willie Dixon**: *I Am The Blues* (Legacy) 22424  
**Mono**: *Formosa Blues* (Mercury) 22533  
**'N SYNC**: *I Want You Back*, more, (RCA) 22535  
**The Clash** (Epic) 22610  
**Good Charlotte**: *Still Standing* The Cool Dance No More, more, (LaFace) ♫ 22687  
**Marvin Gaye**: *Let's Get It On* (Motown) 22893  
**Cream**: *Disraeli Gears* (Polydor) ♫ 22723  
**Fear Factory**: *Remanufacture* (Roadrunner) ♫ 22770  
**Kim Diamond**: *Abigail* (Int'l) ♫ 22777  
**Life Is Agony**: *Soul Searching* Son, (Roadrunner) ♫ 22782  
**Obituary**: *Back From The Dead* (Roadrunner) ♫ 22794  
**Chantal Kreviazuk**: *Under These Rocks And Stones* (Columbia) 22812  
**Dixie Chicks**: *Wide Open Spaces* (Chrysalis) 23018  
**Van Halen**: 5100 (Warner Bros.) 70220  
**Grand Funk Railroad**: *Capitol Outlaw Series* (Capitol) 73258  
**Pantera**: *Far Beyond Driven* (EastWest/Mercury) ♫ 73909  
**Frank Sinatra**: *Sinatra Reprise—The Very Good Years* (Reprise) 80304  
**ZZ Top**: *Greatest Hits* (Warner Bros.) 83411  
**Allman Brothers Band**: *The Fillmore Concerts* (Polydor) ♫ 83354

**Black Sabbath**: *We Sold Our Soul For Rock 'N' Roll* (Greatest Hits) (Warner Bros.) 14595  
**Neil Young**: *Decade* (Reprise) ♫ 09953  
**Judas Priest**: *Metal Works* 73-3 (Columbia) ♫ 11235  
**The Alligator Records 25th Anniversary Collection Roy Buchanan, Albert Collins, more** (Alligator) ♫ 12799  
**The Who**: *Quadrophenia* (MCA) \* 13855  
**Star Wars**: *A New Hope/Star Wars* (Lucasfilm) ♫ 18183  
**The Notorious B.I.G.**: *Life After Death* (Bad Boy/Arista) ♫ 18196  
**Wu-Tang Clan**: *Wu-Tang Forever* (Loud Records) ♫ 18415

**Limp Bizkit**: *Three Deuces* (Interscope/Fox) ♫ 21463  
**Seminole**: *Feeling Strangely Fine* Closing Time, more, (MCA) 22902  
**Never Mind The Bollocks Here's The Sex Pistols** (Warner Bros.) ♫ 54263  
**Barry Manilow**: *10 From Their Greatest Hits* (Atlantic) 60321  
**Megazeph**: *Countdown To Extinction* (Capitol) 63340  
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(Collection) (Columbia) 21798

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(Columbia) 21800

Our Lady Peace: *Clumsy*  
(Int'l) 21810

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Fresh Show (21827)

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(Ruffhouse/Columbia) 21847

Ozzy Osbourne: *Diary Of A Madman* (Epic) 21916

Buckshot Boys: *Everybody*  
(Geffen's Back), more, (Jive) 21975

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Reverend Horton Heat: Liquor In The Front (Sub Pop/Interscope) 03380

Jewel: Pieces Of You (Atlantic) £ 03972

Black Sabbath: Paranoid (Warner Bros.) 04222

Iron Maiden: The Number Of The Beast (EMI) 04270

In-A-Gadda-Da-Vida (Rhino/Atlantic) £ 04270

Kiss My A—Classic Kiss Regrettedo Tribute To Kiss With Kenny Kramer, Jimi blossoms, others (Mercury) £ 04907

Celine Dion: The Colour Of My Life (550 Music/Epic) 05153

AC/DC: Dirty Deeds Done Dirt Cheap (Atlantic) 06813

K-Ci & JoJo: Love Always All My Life, more. (MCA) 18950

The Best Of Mountain (Capitol) 11405

Molly Hatchet: Greatest Hits (Epic) 11419

Screaming Trees: Sweet Oblivion (Capitol) £ 11521

The Black Crowes: Shake Your Money-Maker (American) 11628

Jimmy Page & Robert Plant: No Quarter (Unleaded) (Atlantic) 00336

Shania Twain: The Woman In Me (Mercury Nashville) 00935

The Who: Live At Leeds (MCA) 08120

Jimi Hendrix: Band Of Gypsies (Capitol) 08285

Radiohead: The Bends (Capitol) 08299

U2: "Dirt" Bestard: Return To The 35 Chambers—The Documentary (Mercury Nashville) 08654

Mark Williams: 24 Greatest Hits (Mercury Nashville) 08654

The Very Best Of Uta Redding (Rhino) 08758

Meat Loaf: Bat Out Of Hell (Epic) 10075

Osbourne: No More Tears (Epic/Associated) 10093

Fee古Against The Machine (Epic/Associated) £ 10094

Bob Dylan: Highway 61 (Columbia) 10577

Steve Ray Vaughan: Texas Flood (Epic) 10711

Chic Trick: The Greatest Hits (Epic) 10818

Charis Christian: The Genius Of The Electric Guitar (Legacy) £ 10946

Perry & The Heartbreakers: Greatest Hits (MCA) 02390

Nine Inch Nails: The Downward Spiral (Interscope) £ 02767

The Best Of Frank Zappa Strictly Commercial (Polydor) 02851

The Best Of Badfinger: Come And Get It (Capitol) 02863

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Jewel: Pieces Of You (Atlantic) £ 03972

Black Sabbath: Paranoid (Warner Bros.) 04222

Iron Maiden: The Number Of The Beast (EMI) 04270

McWayne, Playground Sex And Candy Saint Jon On The School Bus, more. (Capitol) 21438

Barefoot Ladies: Rock Spectacle (Capitol) 18322

The Doors: Greatest Hits Remastered enhanced CD (Elektra) 18386

Bush: Razorblade (Capitol) 16567

L7: The Beauty Process—Triple Platinum (Capitol) 16559

Local Honey: Flyin' Outta The Trauma (Interscope) 16596

Live: Secret Samadhi (Radical/Interscope) 16961

Erykah Badu: Baduizm (Interscope) 16966

Collective Soul: Disciplined Breakdown (Atlantic) 16984

Jonny Lang: Lie To Me (A&M) 18093

The Best Of Joe Pass (Pacific Jazz) 18097

Helmet: Aftertaste (Interscope) 18108

Eric Johnson: In Concert (King Biscuit Flower Hour) 18153

John Coltrane: Blue Train (King Biscuit Flower Hour) 18153

Primus: Brown Album (Interscope) 20092

Kiss: Greatest Kiss (Capitol) 18342

Eric Johnson: Venus (Capitol) 18314

David Carter: Did I Break All Legs For This? (Capitol) 18319

Faith No More: Album Of The Year (Slash/Reprise) 18612

They Might Be Giants: Factory Showroom (EMI) 18613

Downset: Do We Speak A Dead Language? (Mercury) 186034

Abra Moore: Strangest Places (Astra Austin) 18728

Muddy Waters: Live 1956 To 1964 (Chess) 18728

Edwin McCain: Misguided Roses (Lava) 18769

Bruce Dickinson: Accident Of Birth (CMC International) 18822

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Publisher/Developer	Players/Genre	% Done	Release
Nintendo Hudson	1 Action	90	August 1998

Web Address: [www.nintendo.com](http://www.nintendo.com)

## Bomberman Hero

### Should A Hero Carry Bombs?

**A**nother 3D Bomberman game is coming to the Nintendo 64, except this time the game has more action rather than puzzle elements. What's more surprising is the lack of multiplayer support—is it even legal to have a Bomberman game without a

Multiplayer Mode? Yes, but only in two states. Still, the one-player game is fun even in this early version Nintendo recently dropped by with.

The stages have more of a side-scroller feel to them instead of the true 3D ones from Bomberman 64. Of course, you can still walk around in 3D but the camera can't rotate fully around. Most areas are laid out in either a horizontal or vertical format. Other stages (which resemble Star Fox and Snowboard Kids to a certain extent) allow you to use a jetpack, snowboard and marine propeller, among other devices. The object in each stage is to collect crystals (and the standard Bomberman powerups) and find the exit without getting knocked around too much by enemies and obstacles. To beat the game you have to do something you've probably done a million times: Rescue a princess. As you might expect, this Bomberman world is filled with an array of strange robotic enemies, and big ol' Bosses like other B-man games. There are a number of puzzle elements in the game but most are quite simple, like hitting a switch to reverse a conveyor belt or using a bomb to make an elevator rise. ●



Many of the levels in Hero are set high atop winding catwalks with moving platforms.



Each of the levels has a certain look to them. In fact, this molten level looks a lot like the one in B-man 64.



On top of the big ones, Bomberman Hero has Bomberman-sized, bomb-tossin' Bosses.

## Deadly Arts

If there's one thing the N64 doesn't have it's many fighting games. If you're a fan of the genre then you'll surely welcome most anything that comes along as long as it's good. Well, it's too early to tell if Deadly Arts from Konami is truly good, but it definitely is a 3D fighter with some decent graphics and a

couple of interesting features.

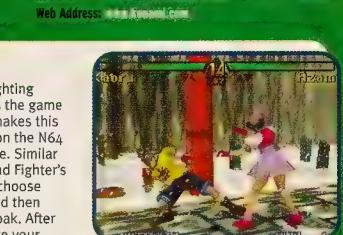
Deadly Arts has the standard "fighting game" modes of play, which makes the game seem quite average at first. What makes this game different from most fighters on the N64 is the game's Create-A-Fighter Mode. Similar to WWF War Zone, Flying Dragon and Fighter's Destiny, Deadly Arts allows you to choose many of your fighter's attributes and then ave the character your memory pack. After training your character, you can take your fighter to a friend's house and k c k his/her butt with your very own customized fighter. As you progress with this fighter and beat adversaries, new moves can be learned.

Customizing your own player may be a welcome option since the ones in the game are more or less fighting game stock. Although the 12 players in this version looked good as far as graphic quality and animation goes, they certainly weren't very original. Many of the anime-style characters looked similar to some in Toshinden, Street Fighter and Virtua Fighter. But since the fighters have motion-captured animation and true-to-life fighting styles, it's what's inside that counts.



Some arenas have eerie, dark lighting effects making your wily opponent all the more menacing.

Publisher/Developer	Players/Genre	% Done	Release
Konami	12 Fighting	30	Sept. 1998



Environmental effects make for some snazzy visuals. Isn't it too cold for a skirt?



## NINTENDO 64

Publisher/Developer	Players/Genre	% Done	Release
Nintendo Video Systems/Paradigm	1-2 Racing	95	August 1998
Web Address: <a href="http://www.nintendo.com">www.nintendo.com</a>			

## F-1 World Grand Prix

A Serious Sim For  
Serious Racers

An interesting angle, just slightly higher than the driver view.

If you're keeping track at home, this is the third time we've previewed this game. It's unusual but we feel this title is worthy of a gameplay update. We already know this F-1 title is packed full of detail and interesting options like Story Mode and season racing, not to mention a load of real drivers, teams and their racing vehicles. But having played a near-final version recently we were quite impressed by the competent gameplay and decent frame-rate we witnessed. Not only do the cars handle well, they react realistically to bumps, spin-outs and the occasional drive across the lawn. All this and looking very good graphically! In addition, the hefty amount of car mods, weather options and general



Unparalleled detail (for an N64 game) makes this game a bit more special than the average.

depth gives this game quite a sim mentality. And yes, we're ready for a serious racing sim on the system—sorry Diddy Kong. So it's safe to say the N64 finally has a realistic racing game to call its own. And while other N64 racing games have come and gone without much fanfare, we have high expectations for this one. Let's hope it's just the beginning of a whole landslide of great second-generation N64 racers to come. ☺

Waialae Country Club:  
True Golf Classics

Nintendo's latest acquisition from Japan is their newly reworked Waialae Country Club: True Golf Classics. Based on T&E Soft's Harukanan Augusta: Masters '98, but featuring the famous Waialae Country Club course instead, WCC: TGC is the first N64 golf title to reach the States.

Let's get the bad news out of the way first—Waialae only features one 18-hole course. There's really no way to say anything nice about that, so we'll just admit it—this sucks. Fortunately though, T&E has tried to make up for the glaring lack of course variety by offering a good amount of gameplay options, including six different modes of play (Waialae Open, Tournament Play, Stroke Play, Match Play, Skins Play and Practice Play) and the ability to create and edit golfers and clubs. That's right, not only can you completely customize up to 10 different golfers (possibly more in the final version), but you can even alter the attributes of each club in your golfer's arsenal.

Not bad. At the tee, you can make adjustments to your golfer's stance, hit point (exactly where on the ball you make contact) and shot power, and on the green you can bring up a grid that lets you more accurately realize the terrain around the hole.

WCC: TGC supports the Rumble Pak and is due out in late July. While *what is here* isn't bad (though the frame-rate gets choppy sometimes and the ball physics aren't very realistic), it's hard to imagine that much will change (or more importantly, be added) between the writing of this preview and the release of the game. Check back next month for our reviews.

Publisher/Developer	Players/Genre	% Done	Release
Nintendo T&E Soft	1-4 Sports	90	July 1998
Web Address: <a href="http://www.nintendo.com">www.nintendo.com</a>			



You can even choose your caddy from an assortment of poorly dressed middle-aged men. Yuck.



Waialae lets you customize your golfer in several key areas, and you can save changes right to the cart.



Pink and perky Q-Tee says flattery will get you nowhere but "flattening" will get you everywhere. That's exactly what she does as she races to the top of over 100 towering tracks, grabbing up all the bombs, mines, and pickups she can find.

Whether she's racing against you in a 4-player free-for-all, or turbo-rolling you into the acid baths below; she's the kind of girl who'll make your rumble pak rumble as she blows you a kiss and whizzes by you to the finish line.



Eight spherical characters from silly to sinister.



Rock' N Roll in Battle Mode!



Watch out for Freeze Bombs, Trap Doors and Floaty Fans.

**IGGY'S**  
**reckin' balls™**



**Acclaim**  
www.acclaim.net

# NINTENDO 64



## Top Gear Overdrive

This one from Kemco and Snowblind Studios not only gives you intense racing action, it also allows you to pick up power-ups and items and use them against your enemy. Look for it in the fourth quarter of '98.



## Winback

Action and adventure await in this one from Koei. With a Resident Evil/Metal Gear Solid look, it may be something interesting for Nintendo 64 owners. Look for it around Christmastime this year.



## Twisted Edge SnowBoarding

This one from Boss Games and Kemco puts you on slopes that only look like those in 1080°. The rest of the game is quite different, and possibly even better thanks to varied courses, players and a user-friendly trick system, among other features. Look for it sometime in October.



## Survivor: Day One

Konami is promising "a milestone in gaming excellence" with the Q4 release of Survivor. Featuring solid mesh character skins (no joins on the textures) and "real" vertex lighting, it should be a graphical tour de force. Expect Fade to Black-esque 3D action.



## Jet Force Gemini

Rare has still to show any playable code on its next 3D action adventure, but it certainly seems to be something of a departure. No cute animals this time...the stylized, cartoon-like graphics show a degree of realism that surpasses even Banjo-Kazooie.



Over 100 towering tracks  
make it a challenge to  
keep your ball bearings.



Follow the bouncing ball  
through five modes of play!



4 heads are better than one!  
Get in on the 4-player action.

MEET IGGY'S THE SWINGIN' KING  
OF THE RECKIN' BALL CREW!



He's a "T-Wrecks" tearing up over 100 twisting, towering tracks!

He's a rumblin' rollin' reptile with turbo action!

He's Iggy, the head honcho of the ballsiest racing game you've ever seen.

Race, roll, and bounce to the top of Pushie, Stompie, and Spikie infested towers. So, all you bigheads, warheads, and blockheads—  
tap into Iggy's RECKIN' BALLS and 'Reck the Joint!



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Highlight-film receptions.



In-your-face tackles.



Catch-me-if-you-can speed.



Jumbo-size players.

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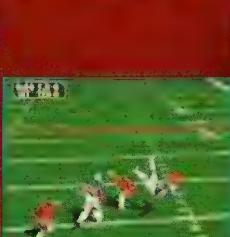
# BLITZ



NO REFS. NO RULES. NO MERCY.



Earth-crushing tackles.



Cover-your-eyes-and-don't-look sacks.



Power-ups enable true arcade play.



Deadly long-range passing.



MIDWAY  
www.midway.com



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NFL

# BLITZ SPIKES

SPIKE

BASEBALL  
ARCADE  
HITS



#### Nutritional Facts

Serving size: 1/2 box  
Servings per container: about 1.5

##### Tackles

Hard	1%
Very Hard	1%
Knock You Into Next Week	98%

##### QB Sacks

Slight Memory Loss	0%
Temporary Memory Loss	1%
Who Am I?	99%

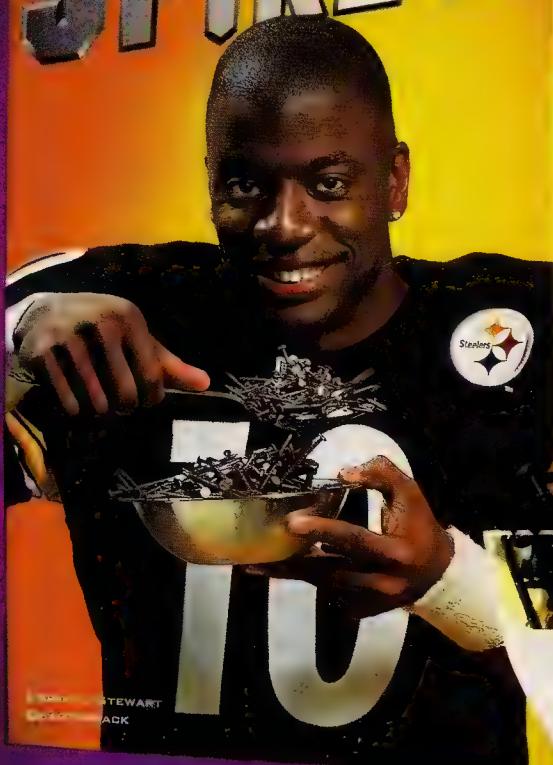
##### HSGs (high-scoring games)

100%

SCs (secret codes)

Available

1 Serving = 1/2 a box. Based on a 2,000 calorie diet.  
INgredients: RAILROAD SPIKES IRON  
TITANIUM STEEL, ROSE HIPS, QUARTED  
RUST, CONTAMINANTS, ROD IRON  
PESTICIDES



FOOTBALL PLAYERS PUMP IRON.  
BLITZ PLAYERS HAVE IT FOR BREAKFAST.

# PlayStation

## Previews

### Death From Above

In a CG sequence that puts *Godzilla* to shame, the grotesquely villainous Eve takes on U.S. Navy jet jocks—who learn the hard way it's best not to tangle with mutating hotties. Let's watch:



If you've been keeping up with our coverage of *Parasite Eve*—Square's next big thing—for the past few months, you already know it's the collaborative effort of *Final Fantasy VII*'s main development staff and a group of Hollywood digital-effects gurus. You already know its gripping story—featuring the seemingly *X-Files*-inspired exploits of NYPD detective Aya Brea—is based on a best-selling Japanese sci-fi novel. You already know it runs off a highly modified *FFVII* engine, with 16-bit color backgrounds and art by Tetsuya Nomura, character designer for *FFVII*, *FFVII* and *Brave Fencer Musashiden*. And you already know you're probably going to buy the dang thing when it ships in September.

So what's left to tell? Well...lots. After playing through a beta English version of the first disc in this two-disc adventure, we've found *PE* to be Square's least conventional RPG to date (well, at least if you ignore some of the stranger pre-32-Bit titles Square released only in Japan). In fact, *PE*—which Square is labeling a "cinematic RPG"—has even more in common with the *Resident Evil* games than we originally believed.

Let's tick off the similarities, shall we. Like *Resident Evil 2*, *PE* is set in the true-grime cityscapes of a modern American megalopolis (well, OK, maybe *PE*'s Manhattan is a bit bigger than *RE2*'s Raccoon City). And, sure enough, Aya traipses through where-have-I-seen-that-before settings such as besieged police station and morgue, deserted city streets and sewers. There are even a few points in *PE* where monsters burst suddenly from behind two-way mirrors and other hidden areas, thus creating some of the crap-your-pants suspense of the *RE* games. Aya also wields, among other things, a rocket launcher that can dispense acid and incendiary rockets. Cripes, even the games' names—*Parasite Eve* and *Resident Evil*—sound similar.

But then there's the RPG side to *PE*. Beyond just

## Game Directory

- *Parasite Eve*
- *Colony Wars*
- *Wild 9*
- *NFL GameDay 99*
- *Duke Nukem 3D*
- *Devil Survivor*
- *Test Drive 5*
- *Heart of Darkness*
- *Thrill Kill*
- *Fifth Element*
- *The Diabolical*
- *Tomb of Tora*
- *Rocco McQueen*
- *Vermi*
- *It's a Knockout in the Water*
- *NASCAR 99*
- *Test Drive Off-Road*
- *Dead Ball Zone*
- *Assault*
- *Devil Dog*
- *3D*

Publisher/Developer	Players/Genre	% Done	Release
Square Electronic Arts Ltd.	1	100	September
Square Co. Ltd.	RPG	100	1998

Web Address: [www.squaresoft.com](http://www.squaresoft.com)



Move over Lara—there's a new kid in town. And Aya Brea doesn't need two titanic, er...guns to attract attention.



Magic in the game takes the form of Parasite Energy, which Aya can wield with spectacular results.





Aya: Professor, you're looking for clues concerning the incident which occurred...



PE's gory FMV doesn't pull any punches. This tasty shot is actually from one of the tamer sequences.

earning experience points and gaining levels from successful battles, Aya also earns bonus points. These you can allocate to quicken the pace of Aya's battle timer or increase the number of items she can

## Stick And Move

Another innovation in this already unconventional RPG is the battle system, which combines the "Active Timer" turn-based combat of FFVII with the keep-your-feet-movin' battles of The Granstream Saga. When you encounter a party of monsters (which usually happens only once per area, instead of randomly), Aya's attack timer immediately begins priming. You can move her wherever you wish in the combat area, dodging the attacks of the baddies, who can also roam freely. A tap of the X Button snaps Aya into Fight Mode once her gauge is full. Now she can attack any enemies in range (the limits of which are shown by a green geodesic hemisphere), target multiple baddies (most guns shoot more than one bullet) or summon Parasite Energy spells.



Keep Aya moving to dodge most attacks—then run in close for the kill. Let the monsters surround you, though, and you're screwed.



carry in her inventory. You can even spend the points on Aya's various weapons and armor, making them more effective.

Speaking of weapons, Aya will come across a varied arsenal of bang-bang gear, including handguns, shotguns, rifles and machine guns (as well as clubs and other melee weapons). Each weapon has its own range and shots-per-turn characteristics. But here's the cool part: A special tool item lets you strip parts off one gun and add it to another, giving you the ability to modify and supercharge your favorite firearm (at the expense of trashing other guns). The same tool also lets you modify armor, too.

Our run through the first disc revealed numerous plot twists regarding the relationship between Aya and Eve, PE's mitochondria-mutating supervillain. But we're not about to spoil your fun by revealing them here. You'll just have to wait until the game's September release to see just how exciting—and weird—Manhattan can get on a Christmas Eve. ●



Some of Manhattan's famous buildings serve as the "dungeons" in PE.

# 1,600

The temperature in degrees at which humans spontaneously combust and melt to goo, according to the game.

## My 2 Cents

Die-hard RPG purists may cringe at Parasite Eve's less-than-epic length (about 12 hours from start to finish, with a special "Extra Mode" opening when you beat it), and they might chide its lack of depth when compared to typical Square fare. But keep in mind PE is as much a Resident Evil clone as an RPG. The plot, filled with scientific mumbo-jumbo that'd be right at home in *Akira* or an *X-Files* episode, is gripping, while the CG cinemas are absolutely amazing—and absolutely gory. PE isn't as edge-of-your-seat scary as *Resident Evil* 2, but it's every bit as difficult to put down once you start playing. Oh, and there's just something totally cool about an RPG that's set in modern-day New York City.

—Crispin Boyer



Publisher/Developer	Players/Genre	% Done	Release
Psynopsis	1		
Psynopsis	Action/Sim	75	November 1998
Web Address: <a href="http://www.psynopsis.com">www.psynopsis.com</a>			

# Colony Wars: Vengeance

Psynosis' Finest Goes One Step Beyond

## My 2 Cents

Having spent some time with Vengeance at Psynosis in Liverpool it was hard to come away unimpressed. The team has clearly listened to and acted upon all the comments made about the original Colony Wars. Although the obvious changes are cosmetic, there are many subtle differences in the gameplay and the "feel" of the game. This game looks to be the definitive space combat game on any system.

—John Davison

**G**raphically, the original Colony Wars was hard to fault. It had some of the best graphics ever seen on the PlayStation -- and even managed to wiggle its perky, well-defined young bottom in the face of a number of similar titles on the PC. As if that wasn't enough, a mere eight months later we now have a sequel well on the way in production ready for release before the end of the year.

A recent trip to Psynosis' Liverpool-based studio in the U.K. revealed a significantly improved game. Comments made about the original have been noted and acted upon and we now find something that the team hopes addresses any of the complaints that people may have had the first time around.

We've discussed the story line to the new game in some detail in a previous issue of *EGM* (see *EGM* #107), so I won't bore you with that now. What you need to know about though are the new features.

The whole thing is now much friendlier control -- the HUD now includes a number of flight sim-inspired features such as weapon tracking, enemy shield strength and even a target indicator showing you where you'll need to fire in order to hit the zippy little League ships as they hurtle about the cosmos. The controls have been subtly refined too in order to make the new-style missions easier to accomplish.

While spending some time with the game we saw missions that required you to cut away sections of a capital ship before it explodes, and then collect tumbling items of cargo with your grappling hook which can be hurled at enemy craft in order to deplete their shields.

Most significantly though...you've probably already clocked the screen shot by now...there are planet-based missions this time. The producers have indicated that there won't be many -- but players will be required to take out ground-based targets in a number of missions with a new Drop-Ship. Watch for more details soon. ■



The extra detail added to planets and spacecraft makes Vengeance even more impressive-looking than its predecessor.



Land-based missions are the most significant addition to the Colony Wars game engine.



22

The number of weapons that are now available. The original Colony Wars provided only 15.



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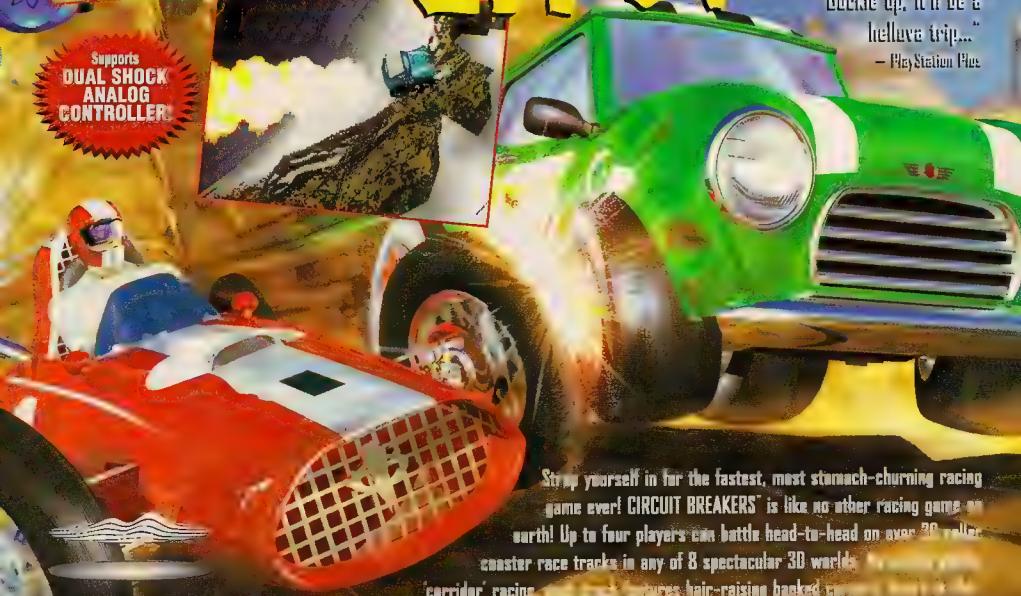
"Brilliant!"

—PlayStation Magazine

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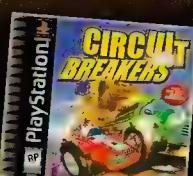
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# lies within

## THE CINEMATIC RPG

A dark, atmospheric promotional image for the game Parasite Eve. In the center, a woman's face is framed by a large, stylized eye with a thick, glowing white outline. The eye is set against a dark, textured background that suggests a futuristic or alien environment. The woman has short, dark hair and is looking slightly to the right. The overall mood is mysterious and sci-fi.

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Publisher/Developer	Players/Genre	% Done	Release
Shiny Shiny Entertainment	1 Action	60	Sept. 1998
Web Address: <a href="http://www.interplay.com">www.interplay.com</a>			

## Wild 9

### A Game For Sadists



100 Percent SICK-TEE

You could say Wild 9 is an important title for Shiny Entertainment. Partway through Wild 9's production schedule, Shiny President David Perry kicked out the programming staff and started development all over because the game ended up looking too much like a generic platform side-scroller. But what we have now is a game that may do for Shiny now what Earthworm Jim did to them in the 16-Bit days: Make them lots of money. Why? Wild 9 offers variety and unique ideas not seen anywhere else in today's market of copy-cats and clones.

You play as Wex Major, a 21st-century adventurous teen. He, along with eight other alien teens (hence, the "Wild 9") must free the Andromeda Cluster from the evil tyrant Karn. To do so, you must advance through several stages that are filled with alien enemies and dangerous obstacles.

Sounds like standard gamefare, but believe us, it's not. Most of the levels are done in 2.5D (2D gameplay in a polygonal 3D environment, like Pandemonium! or Klonia). On these stages, you are armed with a weapon called the Rig. This unique item is a laser beam you can use to grapple or to move around items and enemies. Here's the fun part: See those spinning blades up ahead? Toss a Bounty Hunter into them to break the motor and stop the blades. Got a Shocktrooper you want to get rid of? Grab him and snuff out a pesky fire with the body. In fact, you can use the Rig to slam, impale, asphyxiate, drown, torch and torture your enemies any number of ways. It's not all for gruesome show—you have to use a bit of

creativity and imagination in killing your enemies to get past obstacles and move on in the game.

The other members of your group will come in on certain stages to add new elements to the gameplay. In the Gulag prison level, for example, you have to pick up your friend Nitro, who is explosively allergic to being touched. Basically, you have to use the Rig to carry him through certain areas without letting him get in contact with anything. In the Labyrinth level, you must manipulate lights, switches and spotlights

**Spike pit in your way? No problem. Properly placed enemy corpses can prevent any serious foot injuries.**



**Like Shiny's other games, Wild 9 has a few levels that are souped-up minigames. On this level, you ride a jet ski at high speeds through a swamp (very reminiscent of the speeder bike scene from *Return of the Jedi*), trying to launch rockets up the enemy's tailpipe. Watch out for trees though. They have a nasty habit of popping up out of nowhere.**



to keep your friend Crystal illuminated (because she gets her energy from light).

As you can tell, Wild 9 has some pretty funky ideas that can change the face of platform gaming. The game is still being tweaked as you read this (Wild 9 is currently going through some heavy focus group testing, and Shiny won't let the game out until their test groups think the game's perfect), but you can expect to see it sometime late fall or early winter. ■



**The theme of the day is torture. Here you see Wex grabbing an enemy and depositing him in the mangle. It's gruesome fun for the whole family.**

# Well Done Soldier

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## The Best-Selling Football Game Returns

Ah, we think this is a first in football video games—hand-shaking before the contest.

**H**aving accomplished the feat of being the top-selling PlayStation game in 1998, the developers (now called 989 Studios) of NFL GameDay 99 have the challenging task of staying ahead of EA two years in a row. After playing quite a bit of their newest football game, *EGM* has a good idea on how they plan to do it.

GameDay stunned players last year by bringing out the first polygonal football game and this year's game looks even better thanks to a new graphics engine that enables GameDay 99's players to sport 350 polygons per player as opposed to last year's 150 polygons. Furthermore, detailed texture maps give these polygons great depth and detail such as player numbers, names and logos on the jerseys. Then, additional lighting and shading effects do the rest.

One of the things this series has always lacked is a good presentation, and this year, 989 Studios is concentrating on making this part of their game much better by making NFL GameDay feel more like a television broadcast. Veteran announcer Dick Enburg and newcomer Phil Simms will be calling the game, and some of their commentary will even be spoken during the plays. Multiple 3D cameras will be used before and after plays in television-esque fashion to show quarterbacks walking to the line of scrimmage, or zooming in to show a receiver after a big catch. If you don't give a damn about these sorts of things, a simple button press will abort the spiffy camerawork.

Aesthetics don't comprise the only improvements, however. 989 Studios is aware that last year's game took some criticism for its artificial intelligence, and promises that GameDay's new AI will be much better (see sidebar) and that the game's statistical tracking will be unmatched. Additional features such as defensive line shifting before the play and some new special moves are also being implemented to give the gameplay more depth.

With such comprehensive improvements across the board in NFL GameDay 99, it looks like football fans will be pleased with the next installment of this popular pigskin franchise. Look for a review of the game in next month's *EGM*. ■

An all new play-call interface has been put into GameDay. Looks pretty snazzy, eh?

The TV-style presentation zooms to show players after they've done something notable.

Publisher/Developer	Players/Genre	% Done	Release
989 Studios	1-8		
989 Studios	Sports	70	September 1998

Web Address: [www.playstation.com](http://www.playstation.com)

# NFL GameDay 99



An all new play-call interface has been put into GameDay. Looks pretty snazzy, eh?



## Behind the Screens

### "Authentic Football Intelligence"

One of the things GameDay 98 was criticized for was its questionable intelligence. Now, GameDay 99 is back with what is dubbed "Authentic Football Intelligence." But what does that really mean? Kelly Ryan, producer of NFL GameDay 99 described some of the specific adjustments:

**Read & React** - Players will always be tied into the action. For example: In the past, a linebacker would drop into his zone by turning and running to an area, not aware of the action that surrounds him. This year as he turns to run, he will maintain visual contact by turning his head back to the offensive backfield and will read the backs and receivers going out into their routes.

**Zone Coverages** - Our zones are more sensitive to receivers entering and leaving. Special attention was given to the halfbacks and fullbacks. Players in zone defenses will attract earlier and ride the receiver into the next man's zone; there the receiver is released to another defender.

**Kick Returns** - The return teams will form a wedge that is relative to where the kick returner receives the ball.



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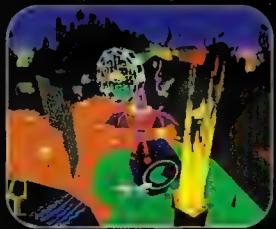
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snaky boas and all kinds of mind games.  
(Better watch your back.)



Everyone PG-13

b'heivjə(r)

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# Duke Nukem: Time to Kill

## Duke Gets Some On Lara Croft

### My 2 Cents

Everything in this game screams Duke Nukem...which is a good thing obviously. Sure, it looks like Tomb Raider but the game's all about Duke and his unmistakable style. The graphics are a bit rough (again like the first and even second Tomb Raider) but it doesn't really affect gameplay. Duke, his enemies and the overall "Duke" feel are definitely a natural fit into the 3D action genre. Besides, you gotta' love Duke in a toga.

—Shawn Smith

**"The plot is simple: The aliens, unable to stop Duke in the modern world, decide to go change the past to prevent Duke from kicking their asses."**

**Erick S. Dyke,  
President of  
n-Space**

**800**

The number of animations (including jumps, slides, side-steps, flips, ledge-grabs, etc.) Duke Nukem, his friends and his enemies have in Time to Kill.

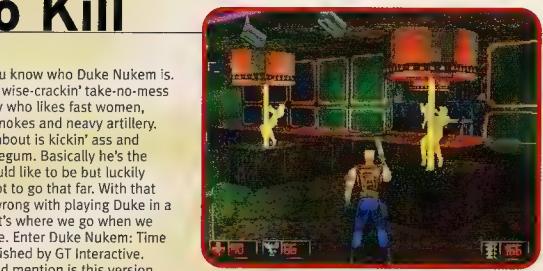
**D**eah, you know who Duke Nukem is. He's that wise-crackin' take-no-mess kind of guy who likes fast women, unfiltered smokes and heavy artillery. All he thinks about is kickin' ass and chewin' bubblegum. Basically he's the guy we all would like to be but luckily we're all smart enough not to go that far. With that said, there's not a thing wrong with playing Duke in a video game. After all, that's where we go when we want to play make-believe. Enter Duke Nukem: Time to Kill from n-Space, published by GT Interactive.

The first thing we should mention is this version of Duke Nukem isn't a first-person shooter. It's more like Tomb Raider with a very Duke Nukem style about it. In fact, the project name is Duke Raider, which pretty much sums the game up in two words. But we should also mention the team working on Time to Kill believes the similarities to Tomb Raider are only on the outside, and from what we've played so far we have to agree.

The story behind Time to Kill starts around the same time as the alien bastards from previous Duke games decide to travel back in time to, as n-Space President Erick S. Dyke puts it, "prevent Duke from kicking their asses." Since Duke can't have this, he jumps through time right along with them. While in different time periods (the Old West, Ancient Rome and Medieval, among others) Duke and his friends, enemies and weapons all fit the era. For example, Pig Cops wear armor in the Medieval period while Duke uses a crossbow. Thanks to the various time periods, Duke has easily more than a dozen different kinds of weapons to blow away alien scum with.

Besides weapons, Duke has a whole array of new moves similar to those in Tomb Raider. Instead of just being able to jump around and crouch like in the first-person Duke, he can now do running dives from platforms and grab on to ledges just before he falls to his doom. On top of this, he can Wade and Roll and SideStep—the list goes on and on.

So are you worried about weird camera



We here at EGM think the exploitation of women is wrong, but when you're dealing with Duke anything goes.



Is that Lara Croft's gear? Probably, because here Duke says, "Eww, skanky outfit."



The Two-player Split-screen Mode makes for a good opportunity to see Duke's outfits.

problems inherent in 3D action games of this kind? You shouldn't be. The camera in Time to Kill is pretty smart and when the camera goes behind Duke obstructing your field of view, Duke becomes semi-transparent. This transparency effect also occurs when you go into "Look Mode." By holding down R1 you can aim anywhere on the screen with the help of a little red pixel and blow away your enemies from a distance.

What Duke game would be complete without a multiplayer mode? None, which is why Time to Kill features a Two-player Split-screen Mode. It is not yet known whether or not this mode will have AI bot characters though. For more info on Duke Nukem: Time to Kill be sure to check on Videogames.com (www.videogames.com) for their Designer Diaries.

1040

**DUE THIS FALL.**

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ALIBN

THE DRAFT



Publisher/Developer	Players/Genre	% Done	Release
SCEA SCEE	1 Action	60	October 1998

Web Address: [www.playstation.com](http://www.playstation.com)

## MediEvil

### Sony's Newest Hero Is Bad To The Bone



**R**eady just in time for Halloween, MediEvil is an oddball 3D adventure that's best described as either a slightly gothic Gex: Enter the Gecko or a happy-go-lucky Soul Reaver. This imaginative 22-level title starts out as a hack-and-slash action game, although its later levels are heavy with platform and puzzle elements. You guide an undead skeleton warrior—named Dan, of all things—on a quest to terminate the evil sorcerer Zarok, who has awakened the world's deceased and unleashed them against the hero.

You can play through the game two ways, either by simply hacking your way from the start of each level to its exit (collecting coins along the way to repair your sword) or by clearing each stage of every enemy. Accomplishing the latter will grant you access to the Hall of Heroes, a bonus level where Dan can choose new weapons. Armaments include several different types of swords, a massive war hammer, crossbows, lightning rods... even a chicken drumstick and Dan's own left arm. Most weapons have a secondary attack (for instance, you can either swing the axe or hurl it at baddies) and by holding the Circle Button you can

The levels are set in both indoor and outdoor environments. Puzzles abound in the later stages, though you'll find plenty of hack-and-slash action throughout the game.



MediEvil's later platform levels get tricky. Fortunately, misplaced steps only result in lost health, not lost lives.

charge your blade for a super attack.

The indoor and outdoor level locales include graveyards, castles, various villages, a flying ghost ship, caves and the winding tunnels of an ant hill—all of which are guarded by Bosses such as an enormous dragon and a bizarre pumpkin monster. Exceptionally well-composed music and several CG cinemas complete the package. ●

## Test Drive 5

Full-time high-res graphics, split-screen racing, cops, four-wheel physics and many new tracks head the list of improvements in TD 5.

This time around nearly twice as many cars are available as well (28) including the '70 Chevelle, '69 Charger, '67 GTO, TVR Cerbera and lots more.



Night driving looks really good. Headlight illumination is your only guide.

Running in high resolution gives the game quite a boost graphically. In fact, it could easily give Need for Speed 3 as well as Gran Turismo a run for their money. Four-wheel physics provide individual handling traits as well as awesome wipeout scenarios.

Speaking of handling, Arcade Mode is much more stable than last year's offering, specifically when cornering. Spin-outs are not nearly as prevalent and a greater sense of control is evident on all the tracks.

Other graphic niceties include MultiDynamic environment mapping. Basically a means of providing pretty shadows on the cars as they pass under trees and other objects. Night driving looks pretty good as well.

Add short-cuts, a kickin' soundtrack featuring real bands, plus a more comprehensive Drag Race Mode to the list too.

Give Pitbull Syndicate and Accolade credit for handling their sequel with care. The new features and improvements are well-placed and don't seem to jeopardize the integrity of the game.

Publisher/Developer	Players/Genre	% Done	Release
Accolade Pitbull Syndicate	1-2 Racing	85	October 1998

Web Address: [www.accolade.com](http://www.accolade.com)



Kicking it on the cobblestones in Russia—Storm clouds approaching.

The logo for S.C.A.R.S. (Specialized Crisis Action Response Service) is displayed. It features the acronym "S.C.A.R.S." in a bold, red, sans-serif font. The letters are partially enclosed within a dark, swooping graphic that resembles a stylized "S" or a swoosh. The "S" is primarily black with a red outline, and the "C.A.R.S." portion is primarily red with a black outline. The entire logo is set against a white background.



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## Yep, It's Finally Finished

You'll do plenty of shooting and swinging, sure, but most puzzles have you tinkering with the environment.



Can you find the young hero in this picture?  
Sometimes ducking for cover is the safe way out.

## Heart of Darkness

**N**ow here's a game with a history. Five years ago, when the creative minds behind the revolutionary classics *Out of This World* and *Flashback* began developing what they hoped would be a video game work of art, they originally intended it to be a PC title. Then Sega took a shine to it, and for the briefest of moments *Heart of Darkness* seemed a Saturn sure thing. Now, in what is most hopefully the final chapter of the game's marathon development cycle, *Heart of Darkness* is nearly ready to go gold for the PlayStation (as well as the PC).

So what's to expect from a game that's half a decade in the making? Well, it sure is pretty. *Heart of Darkness* is a 2D masterpiece, with 24-bit color backgrounds, real-time shadows, thousands of frames of animation for each of the bitmap characters and 30 minutes of CG animation so spectacularly cinematic even Steven Spielberg was reportedly impressed. Nearly every one of the game's more than 150 screens packs some sort of animated bit of scenery, such as leaves that blow in the foreground or waterfalls that dip in the distance.

And the game even sounds good, with an orchestral score composed by Bruce Broughton, who created the music for *Miracle on 34th Street*, *Lost in Space* and other flicks. Of course, such lavish details are probably to be expected, given the location and artistic tendencies of developer Amazing Studio. "They live in Paris," said Alan Pavlish, head of Tantrum, the game's publisher within Interplay. "They go to museums all the time. These guys aren't just game makers; they're artists."

OK, so it looks and sounds nice, but how's it play? *Heart of Darkness* certainly shows its *Out of This World*/*Flashback* roots. The game offers eight levels of one-screen-at-a-time puzzles, much like Abe's *Oddysee*. And as in Abe, quick spurts of FMV will pop up now and then to seamlessly plop the game's protagonist—a kid named Andy who's on a quest for his kidnapped canine—into the next puzzling situation or further the game's story. Most puzzles require some manner of interaction with the environment (shimmy up walls, swingin' from vines, ducking for cover in swamps, swimming past carnivorous aquatic plants). Andy will also run into an army of baddies in his trek through the Kingdom of Darkness,

Publisher/Developer	Players/Genre	% Done	Release
Tantrum/Interplay Amazing Studio	1 Adventure	60	August 1998

Web Address: [www.heartofdarkness.com](http://www.heartofdarkness.com)



You learn how to get past puzzles by dying, often quite a few times. Hint screens pop up if you die too frequently.

including shadowy ghouls, kid-eating lake monsters and the rest of the usual residents of every childhood nightmare.

## A Fine Pedigree...

Years before Abe began his *Oddysee*, a French development house named Delphine Software International blazed a trail for all such screen-by-screen puzzle games to follow (while, earlier still, Jordan Mechner's *Prince of Persia* put the whole idea in motion). Old-school gamers no doubt remember Delphine's multiplatform *Out of This World* and, later, *Flashback*—both released in the early '90s. And if *Heart of Darkness* seems to share much in common with those games...well, it should. Ho Developer Amazing Studio was founded by Eric Chahi, who designed and programmed *OoW*, and Frédéric Savoie, the Genesis programmer of *Flashback*. Ho is the duo's first game since forming Amazing Studio, and their effort is joined by several other artists and programmers who worked on the Delphine classics, as well as the PlayStation game *Fade to Black*.



Delphine's polygonal *Out of This World* (above) and more visceral *Flashback* (left) were the elegantly brutal predecessors to *Heart of Darkness*.



# COLONY WARS

## VENGEANCE

COMING THIS NOVEMBER

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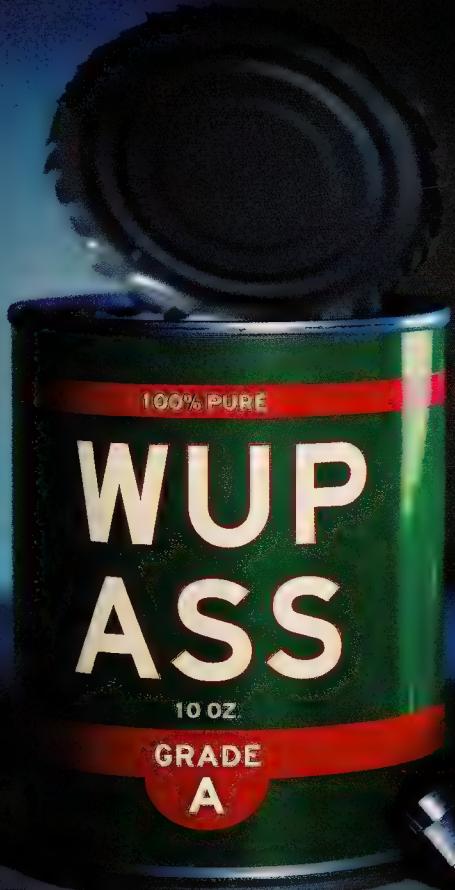
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Publisher/Developer	Players/Genre	% Done	Release
Virgin Paradox Development	1-4 Fighting	65	November 1998

Web Address: [www.vie.com](http://www.vie.com)

## Thrill Kill

### Oh, The Humanity!

It's a given that for a fighting game (at least one that's not part of a franchise) to gain any attention these days, it has to offer something a little different from the norm. Well, Virgin's *Thrill Kill*, easily the most abnormal fighting game ever, won't have any problems turning heads—mainly because its 11 oddball characters are darn good at lopping 'em off.

This game is so amazingly ultra-violent and its roster—a mix of S&M freaks, cannibals and psychos—so dangerously bizarre you almost feel guilty for playing it. But all that's obvious from the screenshots. Odder still are the play mechanics. Instead of a life meter, each character has a Kill Bar that fills as he or she inflicts damage on opponents (kinda like MK's Aggressor Meter). Once the bar's maxed out, the fighter earns a kill power and can decapitate the next character he or she touches. If there's only one opponent left in the arena, the player earns a special "Thrill Kill" power and is treated to an even more visceral finishing move.

And that leads to *Thrill Kill*'s most novel feature: It supports four-player combat. With a Multitap in place, four combatants can either abuse each other in Team Mode or simply cut loose in every-psychos-for-himself combat. Most moves are of the tap-tap variety, with throws and counters available as well. Each fighter will also have five unique *Thrill Kill* finishers, as well as an FMV ending.



As far as we know, TK is the first game in which contortionists pummel midget leather freaks in the groin.



## Fifth Element

If you've seen the movie *Fifth Element* then you know the basic premise of the game by the same name. Of course, Kalisto (the developers behind *Nightmare Creatures*) have taken some artistic freedoms with this PlayStation title. *Fifth Element* uses a modified version of the *Nightmare Creatures* engine as you control one of two characters through 15 3D levels inspired by the film. At start you can pick either to be Korben Dallas (Bruce Willis' character) or Leeloo (the super-hot model-turned-actress Milla Jovovich). Each of the characters has his/her own

special fighting abilities as they solve puzzles, explore and take down robots, aliens and cops, among other enemies. The goal, as was in the movie, is to retrieve four sacred stones, enter the sacred temple and stop the sacred...er, unholy evil approaching our beloved planet. In this early version of the game the worlds were fairly large with difficult but not annoying jumps, and a good number of puzzles (that were really too simple for any seasoned gamer). *Fifth Element* is one of many 3D action/adventure games coming to the PlayStation, so it'll be interesting to see how the final version stacks up to the rest.

Play as Korben and you'll have access to high-powered weapons...

Cops, scientists, aliens and strange test-tube freaks await you in *Fifth Element*'s many levels. Now kill them.



Leeloo has a slew of nice fighting moves. Most are quite provocative...for polygons.



Come on in,  
stay awhile...  
Mind if I cut your  
head off?

# KAGERO Deception 2.



The Sequel to Tecmo's Award-Winning  
3D Trap-Battle Game



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**TECMO**

## PLAYSTATION

## The Diabolical Adventures of Tobu

## Just Wing It



**T**he Diabolical Adventures of Tobu developed by the newly named 989 Studios (formerly Sony Interactive Studios America)—looks to be a clever blend of the platform- and flight-game genres. You guide Tobu, whose strap-on wings give him full freedom of movement in more than 30 expansive worlds, all of which lead off an enormous central-hub world (as in Gex: Enter the Gecko).

Repeated taps of the X button keep Tobu aloft (think *Joust*), while another button applies airbrakes and brings the winged hero into a hover. Tobu burns energy when airborne, so you'll need to land him on a platform every now and then to rest his weary wings, otherwise he'll plummet to his doom. Your goal in each stage is to track down at least seven lotus leaves. Ideally, though, you'll want to uncover every hidden leaf and thus "perfect" each level.



**H**overing platforms often provide the only safe perch for Tobu—but only if he can avoid the traps and obstacles.

Complicating matters are a variety of flying enemies and platform guards who try to prevent you from landing for a breather. You'll even come across baddies who follow scripted routines, such as a soaring sumo wrestler who chases you through an airborne obstacle course. Later levels—particularly the indoor ones—pack some heavy puzzles, while most of the outdoor stages emphasize exploration.

## Rosco McQueen



Put out fires and fight robot drones in this Blasto-meets-Burning Rangers 3D action game.

You may have been (or perhaps you still are) one of those young lads who wanted to grow up to become a brave fireman (or a police officer, an astronaut or a video game magazine editor). Rosco McQueen gives you the chance to act out those fire-quenching desires.

This 3D action game puts you in the role of a classic cartoon hero (you know the type: blond, muscle-bound and big-chinned). You must

travel through level after level in a towering inferno, killing fire-starting robots, saving civilians, and putting out fires before they spread too far and cause too much damage. You have several tools at your disposal: a robot guide (who will offer hints along the way), axes (to destroy enemy robots with), and water weapons (like a standard hose or a giant water bomb). With these tools, you'll have to overcome a number of hot obstacles, like backdrafts, smoke, and electrical fires.

The game plays like a mix between Sega's *Burning Rangers* and SCEA's *Blasto*, with the frantic action of the first and the cartoonish attitude of the latter. Look for this sizzler this summer (sorry, we couldn't resist that sorry-ass pun).



**Publisher/Developer** 989 Studios **Players/Genre** Action **% Done** 50 **Release** November 1998

**Web Address:** [www.playstation.com](http://www.playstation.com)

*For those of  
you who can't  
make it to  
France this  
summer*



# POWER SOCCER '98

- Link combinations of over 60 different special moves, made up of over 350 new motion-captured animations, to perform super shots and vicious physical attacks
- Over 400 of the world's greatest teams
- Extensive 10,000-player database
- Over 30 spectacular rendered stadiums provide the exciting atmosphere for play





[THE STEALTH NINJA RIKIMARU, AS SEEN BY THE VOCAL

ACTIVISION®



Move without sound. Merge with air. Strike with precision and stealth. You are a ninja in sixteenth century Japan and your first mission is to assassinate the evil merchant Echigo-ya.



In each of the ten missions assigned, your opponent has numbers, but you have something he doesn't: skill, cunning and a closetful of over twenty different fatal weapons and spears.



So, if you're good, the first time anyone sees you, will be the last. And your enemy will learn that silence isn't actually golden but rather, blood red.

# TENCHU™



## STEALTH ASSASSINS

LIVE BY HONOR.  
KILL BY STEALTH.

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CORDS OF A PALACE GUARD.]

# Vermin

## Blood, Guts And Old-School Gameplay

**T**he first game that'll come screamin' to mind when you play Vermin will undoubtedly be Namco's Dig Dug. As in that classic, Vermin has you digging tunnels (this time through 3D human flesh and organs) and fending off baddies (now with a stun ray rather than an air hose). And keeping in tune with its old-school theme, the most basic goal in Vermin is to achieve an astronomic score.

Set in a nasty alternate future where technology never advanced past the 17th century, Vermin is an unusual 3D platform title that mixes shooting action



Your character can walk vertically up walls to burrow through fresh new areas of tasty decomposing flesh.

with exploration. You play one of three parasitic vermin who invades larger host organisms and burrows through their decomposing bodies while processing tissue into pupae.

Aside from the more practical goal of building a high score, your ultimate duty in Vermin is to defeat the evil Dr. Cautious as he develops inoculations to rid the world of vermin forever. The gameplay promises to take on a silly bent, while the graphics come to disgusting life with real-time lighting, animated backgrounds and particle effects (expect lots of splashing guts and goo).

Publisher/Developer Players/Genre % Done Release

Web Address:

# Dead in the Water



Tons of cool lighting effects create the explosions and carnage during battle.

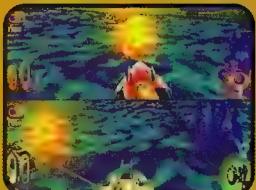
Vehicular combat games are all the rage on the PlayStation, so it's not surprising that we're seeing even more of them. The latest one, Dead in the Water, is being made by ASC games, and could be most easily described as Twisted Metal on water.

There are some key differences between Dead in the Water and the rest of the pack, however. First of

all, it has combat racing modes in addition to head-to-head combat, giving it a much wider scope. As a result, its levels (found in locations such as Hong Kong, the Grand Canyon and the Arctic) double as both tracks and battlefields.

As you might expect, the cast of combatants is quite colorful. Headlined by funky Ebony Justice (who drives a Cadillac converted into a boat that's armed to the teeth), there are a variety of villains who each has his/her own specialized craft. Each boat has its own special weapon and can pick up additional ones during racing or combat. Extra armaments can also be bought in-between levels with money collected previously during battles. These weapons (missiles, mines, grenades, machine guns) trigger some incredible effects such as small nuclear explosions, and miniature tidalwaves that can capsize your opponents.

Indeed, ASC has some very cool things in the works with Dead in the Water, let's just hope they turn it into a seaworthy game.





Set in a dark future where corruption rules the world... armed with the latest high-tech weapons and deadly explosives... prepare to wage war against the forces of evil... *PlayStation® Part 2*... *Anti-terrorist*...

**ARE YOU READY ??!**

Intense 2 player split-screen action!

Compatible with the  
**Dual Shock™ Analog**  
controller

30 deadly battles to fight!

Kill + Soundtrack

**TRAP CUNNING**



## NASCAR 99

Publisher/Developer	Players/Genre	% Done	Release
EA Stormfront	1-2 Racing	70	September 1998
Web Address: <a href="http://www.easports.com">www.easports.com</a>			

The King Of  
NASCAR Sims  
Returns

A couple night races  
have been added this  
year - Bristol and  
Charlotte.



**E**A's NASCAR has gone through a lot of changes. Most notably a new physics model, motor sounds and several more car setup options. At this point we could make an argument for the "If it ain't broke, don't fix it" philosophy but we'll keep our fingers crossed.

While we're missing the throaty roar of the sampled motor sound (used in NASCAR 98), the new artificial motor sounds have an interesting bellow as well. New eye candy includes night races and lots of dynamic lighting and shadowing effects (used mostly on the cars). Also noteworthy are the changes in the racing gameplay. The ability to pressurize all four tires differently as well as adjust torsion bars, air foils and individual shocks creates quite a variety of pre-race setups. As a result of the modifications, the cars tend to jostle and swing a lot more than they did last year.

As for the tracks, Indy has been added as have night races at Charlotte and Bristol. Otherwise look for the standards—Daytona, Texas, Sears Point, etc. For the nostalgic fan, past greats Richard Petty, Dale Yarborough, Davey



New suspension physics require a bit more driving skill when entering and exiting corners.

Allison and Benny Parsons will be available to race.

Look for a head-to-head comparison of NASCAR 99 and its N64 counterpart when the two are released in September. ☺



## Test Drive Off-Road 2



Forget about last year's decent but boring Off-Road offering, this year's edition has been completely rebuilt from the ground up. Now, before you cringe, here's the good news. Basically Accolade took the game engine from Test Drive 4, tweaked, buffed and shined it and built an off-road game around it. Imagine the frame-rate, physics (modified for four-wheel drive) and gameplay of Test 4 but this time you're driving a Hummer, a Dodge Ram or a Jeep Wrangler (to name just a few). There are 20 cars total, 10 of which are licensed.

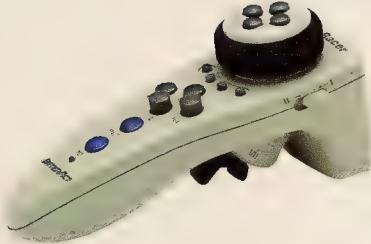
Much of the terrain is filled with water pools, jumps, hardened lava, mud and other objects to test the four-wheel physics. And while the hazards do wreak havoc, the momentum stays high providing good speed emulation. In other words,

Flipping the Hummer around is no problem in this edition.

the game is fast even while traversing obstacle-laden tracks. For effect, breakable stuff including exploding barrels, fences and trees are scattered about the roadway. Look for monster jumps and impressive fire stands when jostling about the road. Speaking of tracks, 12 are available, located in strange places like Hawaii, Switzerland, Wales, etc. Each will feature indigenous terrain, Hawaii-beach, Switzerland-snow and so on.

While this is only a preview, and we only wish to give you the facts, it's obvious even at this stage Off-Road 2 is a lot of fun to play and a great improvement over last year's game.

Catching massive amounts of air off the boulders is just one of the many new features in Off-Road 2.



More control. Less controller.

**Big things come in small packages.**

What's "big" about the UltraRacer™ is the overwhelmingly huge control this small steering controller puts in your hands. The analog steering wheel and throttle control trigger give you all the response and handling you need. Blow past everyone on the straightaway, breeze through the tightest hairpin turns and stop on that proverbial dime. When you're fighting for first place, there's no room for sloppy control.

The UltraRacer™ from InterAct®.



Nintendo® 64



PlayStation®



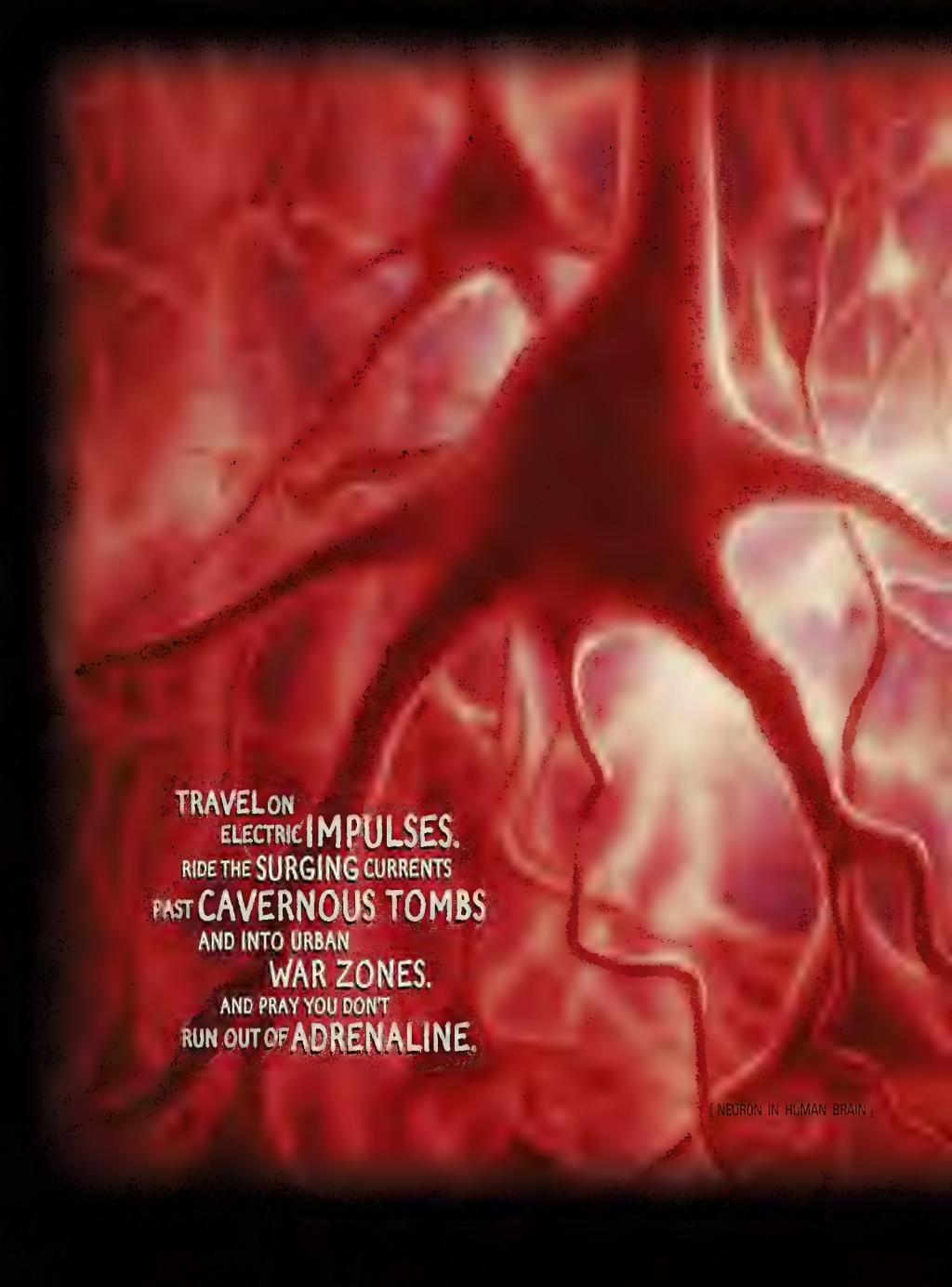
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PAST CAVERNOUS TOMBS  
AND INTO URBAN  
WAR ZONES.  
AND PRAY YOU DON'T  
RUN OUT OF ADRENALINE.

NEURON IN HUMAN BRAIN

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TOMB RAIDER III



NINJA



OMIKRON



FIGHTING FORCE 98

YOU'VE BEEN WARNED  
YOU'VE BEEN WARNED  
YOU'VE BEEN WARNED

Publisher/Developer	Players/Genre	% Done	Release
G1 Interactive Rage Soft, PLC	1-2 Action/Sports	80	Now

Web Address: [www.g1games.com](http://www.g1games.com)

# Dead Ball Zone

## The Future Of Sports

**F**uturistic sports games always seem to have a couple of things in common: great graphics and a healthy (or unhealthy) dose of violence. Dead Ball Zone is the latest contender with those two qualities. Its gameplay also follows the standard futuristic sports game formula: get the glowing ball into your opponent's goal by any means necessary.

The court is set up like an indoor soccer arena, with eight players to a side (including one goal keeper). Instead of kicking the ball around, however, players actually carry it (G1 Interactive describes Dead Ball Zone as "a cross between hockey, soccer and football"). Once you have possession, you can pass or shoot—you can even do one-timers.

On defense, the game gets a bit crazy. When you have defensive maneuvers called "Pile Driver," "Activate Chainsaw" or "Death From Above," you know you're not playing your typical EA Sports game. Each move can do different amounts of damage and will affect the opposing team in a different way. ■

The graphics and animation are reminiscent of *Psygnosis' futuristic sports game, P.U.P.*



## Assault

If you've ever played Contra on the old 8- and 16-Bit machines, then you know how Assault plays. Now think of One from ASC and you pretty much know how the game looks. Although the version of Assault we received is far from being finished, the game could very well be a decent nonstop action title when it actually hits the PlayStation.

You can choose one of two heroes—a hulking

commando or a combat-savvy female. Each character has his/her own selection of high-powered, flashy, upgradable weapons as he/she makes his/her way through multi-pathed levels. The graphics in Assault look to be a step below One at this point, but this beta is obviously not anywhere near completion since it only showcases the first third of the game or so. Later revisions may prove otherwise. The game has a certain Sega Genesis quality to it at this point—not in graphics mind you, but more in its overall feel and definitely in sound. The opening music (which may change) sounds so much like a Genesis cartridge it's eerie.

Old-school sounds aside, the game itself has some cool-looking alien enemies reminiscent of Contra on the NES and SNES. Bosses are usually huge, taking up a good portion of the screen. Most have bits of flesh and goop flying off of them as you fill them with electrical blasts or other hurtful measures. Thankfully, there's also a Two-player Mode which promises to be a hearty blast-a-thon.



The Bosses in Assault are huge. Here, destroying the alien pods makes the ugly-ass alien queen a little peeved.



NINTENDO 64



Only For  
N64

# REVENGE IS JUST TOO SWEET!

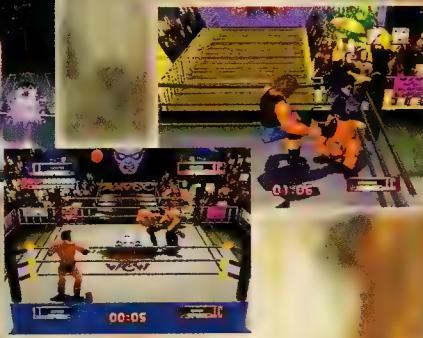
Over 80 wrestlers, including  
50 WCW and NWO superstars

Real WCW and NWO theme music

Smoother animations, better graphics,  
faster speed, and smarter AI

Over 300 unique wrestling moves

## WCW/nWo REVENGE



Available this October

NINTENDO 64



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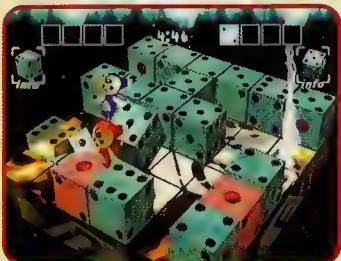
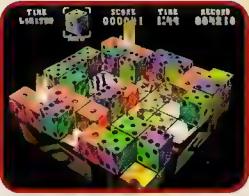
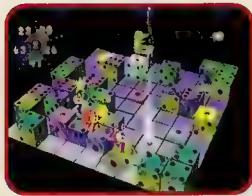
## Devil Dice

A Minute To  
Learn...A Lifetime  
To Master

Devil Dice. It's colorful,  
it's cute, but it's  
definitely not easy.

**W**e're beginning to see a trend of puzzle games straying away from the traditional colorful-cascading-blocks formula. Like Intelligent Cube (also on the PlayStation), Devil Dice is a simple yet challenging wonder, and it is revolutionary in its own little way.

The concept is easy: push or flip dice around the playing field to line up matching numbers in a way similar to dominos or Shanghai. The number of dice needed for a match equals the face value. For example, you can put together two 2's for four points ( $2 \times 2$ ), but if you want to piece together 6's, you have to put six of them together (giving you  $6 \times 6 = 36$



points). But for us puzzle-combo freaks who like to show off, you can do a match and then connect more dice for score multipliers. So after you touch six 6's together, you have a few seconds to add more 6's to the mix, increasing your score dramatically.

Devil Dice supports several modes, including Trial (keep going to see how high a score you can get), Puzzle (make predetermined matches within a given number of moves), Battle (first player to score four different matches wins), and War (one to five players start with 100 points—every time you score, you knock your opponents' points down).

The game sounds obscenely simple, but believe us, Devil Dice is much harder than it looks. Luckily, the disc includes helpful tutorials, hints and strategies. If you're looking for a game that's easy to learn, but will take a loooonnnng time to master, you may want to give Devil Dice a roll.

Publisher/Developer Players/Genre % Done Release

Web Address:

## O.D.T.



It may look somewhat Tomb Raider-y, but O.D.T. has quite a bit in common with some of the more simple RPGs out there.



The smooth texture effect is produced using "skins" rather than individual textures for polygons.





INTERIOR



# THE INTENSOR™ SURVIVAL GUIDE

(Because we're not always going to be there to hold your trembling, sweaty little hand.)

## PART ONE

**Be warned: this is technology with a real "punch-you-in-the-gut-while-you're-not-looking" brand of sensitivity.**

There's never been anything like Intensor. So in order to survive it, you need to understand a few things. Like to begin with, you need to know what a Sensory Gaming Experience is. It's complete immersion. It's intense tactile

feedback. It's being able to see, hear and feel the game you're playing like never before. All you have to do is hook it up to the audio jack of any system, play any game and hold on. You may also want to say a little prayer.



Fig. 1. A breakdown of what you're up against.

#	ITEM
1	Left 2" Mid-range Directional
2	Right 2" Mid-range Directional
3	5.25" Center Mid-range
4	5.25" Low Frequency Tactile Driver
5	High-range Tweeter
6	Sound Volume
7	Tactile Intensity
8	Electronics Unit
9	Heavy Duty Single Cord Connector
10	Optional Office Chair Base
11	Optional Subwoofer
12	Headphone Jack

## PART TWO

**Remember, in this chair no one can hear you scream.**

Not everyone will have what it takes to handle Intensor's patented audio system. After all, we're talking 5 high-performance built-in speakers with 108dB output. Technically speaking, that means it's really

loud. So for the neighbors' sake, you may want to use the headphone jack — which you can do without losing any tactile feedback. But keep in mind — if your ears start bleeding, you should probably turn the thing down.



Fig. 2. At 19 pounds, Intensor is designed for quick evacuation in the event things get ugly. (Shaky hands will appreciate the built-in molded carrying handle.)

### PART THREE

Ducking, dodging, whimpering and other useful gaming skills you might want to perfect.

#### DEFENSIVE PROCEDURES



Fig. 3a.  
The Dodge



Fig. 3b.  
The Weave



Fig. 3c.  
The Duck

Be advised. With Intensor, you'll not only hear your games like never before, you'll also feel them. In your back. In your legs. You'll feel sensations in places you never even knew you had. Which means every

engine rev, every explosion, every kick will seem more real than you may want it to. So it's important to note that under this type of extreme duress, screaming in high-pitched tones for one's mommy is quite common.

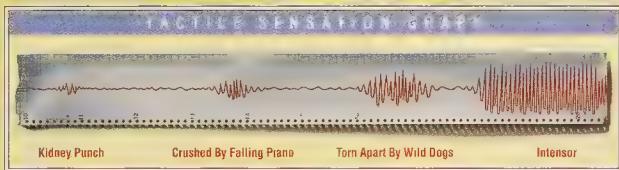


Fig. 4. Artist's conception of Sensory Gaming's effect on the human heart. Those with heart conditions should proceed at their own risk.

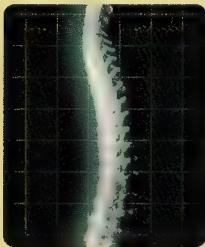


Fig. 5. Note. Players attempting to negotiate Intensor on anything less than a good, stiff spine may be reduced to a vegetative state.

### PART FOUR

**Any game. Any system.  
Any medium. After this, nothing  
will ever be the same.**

From movies and CDs to all your favorite games, Intensor isn't just compatible with your current system, it actually transforms it. It may also do the same to you. Once you take a seat, there's a new awareness.

And there's no going back. It's the gaming version of the thousand-yard stare. You'll recognize it in others who've "been there." Seek them out. Talk to them. This therapeutic approach can help preserve your sanity.



Fig. 6. Intensor has been known to induce shock. In such cases, place victim flat on back, elevate legs 8 to 12 inches and call for help. (If victim begins vomiting, place him or her on one side to allow fluid drainage.)



*In the event of nervous breakdown, seek help at  
[www.intensor.com](http://www.intensor.com)*

*Assuming you've read  
this carefully, proceed to your  
favorite gaming retailer*

# INTENSOR

# PLAYSTATION

## Big Air

Right now Big Air has official board and clothing licenses, and a variety of play modes. Boarder Shaun Palmer is helping add realism to the title as well. Pitbull Syndicate and Accolade are bringing us this one later this year.



## Activision Classics

How does 30 Atari 2600 games on one PlayStation disc sound? This huge compilation has a bunch of classics, like River Raid, Chopper Command, Kaboom! and Boxing. Be warned: These games are pretty ugly by today's standards...



## NFL Blitz

We've been goin' nuts waiting for the console versions of our favorite arcade game to arrive. While the N64 version is darn close to completion, Midway just sent over these early PlayStation shots to taunt us. The two editions will be largely the same with the exception of the graphics.



## Tenchu

Like Konami's Metal Gear Solid, Tenchu (by Activision) is a 3D action game where stealth and technique matter more than brawn and power. This ninja simulator is full of realistic animation and gore. To download a movie preview of Tenchu in action, go to [www.videogames.com](http://www.videogames.com).



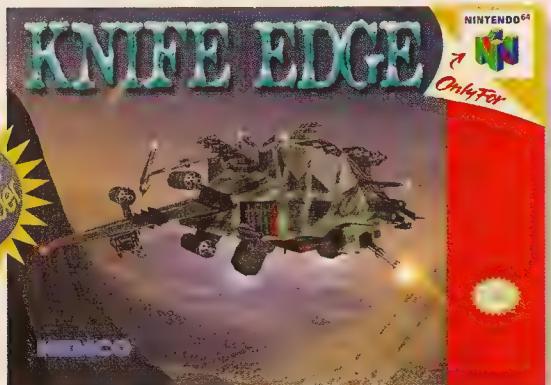
## Bust-a-Groove

A PaRappa clone of sorts, 989 Studios' Bust-a-Groove is a dance simulator/Simon Says game. Press buttons and tap the control pad to bust moves so dope, they'll turn Michael Jackson green with envy (which may actually give him a healthy glow).



# JUST PLAIN FUN!

[www.JustPlainFun.net](http://www.JustPlainFun.net)



Intense shooting action



In-game cinema sequences



Gigantic animated bosses

## KNIFE EDGE: Nose Gunner

Blast off for revolutionary game play action with KEMCO® Knife Edge: Nose Gunner™ for Nintendo 64! Knife Edge combines the fast-paced action of a sci-fi shoot-em-up with the thrilling joyride of an arcade-style flight game. Beautiful 3D polygon-constructed extraterrestrial environments fill the screen. The pioneer colonies on Mars are invaded and you have to shoot your way through enemy craft and ground defense placements. KEMCO's innovative game pass generation system computes the player's choice of assault craft, navigator character, difficulty level, and enemy kill ratio to open up new branches and routes through the hostile environments and introduce new enemy attack configurations. Knife Edge offers a new game play experience every time.

**Coming Soon On N64:**

Coming October



Coming November



Coming December



**KEMCO**



Exclusively Distributed By:  
**Microware**  
Distributing, Inc.

# PLAYSTATION

## Viva Soccer

OK, soccer games normally have a lot of depth but this is outrageous. More than 900 teams, 16,000 players, 2,000 different uniforms and 250,000 player attributes. Virgin is putting the screws to the soccer competition this fall.



## Trap Gunner

A 3D action free-for-all (from Atlus) in which compassion for your enemies is severely frowned upon. Trap them and blow 'em up by several methods including: gas, bombs, guns and special weapons.



## Spice World

Ever want to control the Spice Girls? Well, now's your chance. Mix original songs, dance around and basically have a good time. Look for it soon.



## Kula World

From Psygnosis, you become "the world's coolest beach ball" as you make your way through more than 150 puzzle-filled levels. Although it may sound strange, it's certainly one of the more original titles this year. It's coming in September.



## StarCon

Based on the popular Star Control franchise, StarCon from Accolade gives more of an action-packed experience rather than a strategy one. Fly in giant 3D starships or in speedy fighters to destroy one of several alien races. Look for it early in '99.





Official  
U.S.

# PlayStation

zine

## Metal Gear Solid

**Video Preview**  
of the year's biggest hit

ZOOM LEVEL -600--

ANGLE  
=16

TARGET ACQUIRED

**Demo Disc includes**  
**playables:**

Tekken 3

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**plus video previews of:**

Duke Nukem: A Time to Kill

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Ninja plus

Metal Gear Solid

# WHO piSSed OFF Shiny?

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## Dracula X: Nocturne in the Moonlight

Konami's  
Symphony  
Heads for  
Saturn

The Skeleton Leader is  
the sole new Boss on the  
Saturn. Nothing special,  
but his area (the Garden)  
is cool.



**S**aturn owners now have yet another reason to start importing games from Japan. Konami's awesome PlayStation game, Castlevania: Symphony of the Night (Dracula X: Nocturne in the Moonlight in Japan) is now available for the Saturn in Japan, and it's got everything the PS version's got and then some.

Dracula X2, as it's commonly known as overseas (it's the sequel to an incredible PC Engine game that was never released here), isn't just your average portover. The Saturn version features all of the levels and areas from the PlayStation version, plus two, entirely new areas (The Underground Garden and The Cursed Prison) that were originally going to be in the PS one but never made it. Even better, the Saturn version allows you to play as Maria in addition to Alucard and Richter (all three are selectable right from the beginning), and there are some new weapons, items, monsters and even a Boss that weren't found in the PlayStation version. Like Richter, Maria doesn't raise levels or collect items. She does however, use magic (it's nothing special), and she has the ability to triple jump in addition to sporting several other special maneuvers (many similar to Richter's). Alucard is more or less the same, though there's a new piece of equipment (Alucard's Boots) that allows him to run at double his normal speed.

That's not all, though. The Saturn Dracula X also features several new tunes that were especially remixed just for this version (many of them are remixes of classic Castlevania tunes), as well as a Sound Test at the main Title Screen that allows you to listen to all of the game's music. A Voice Test becomes available as well, once you beat the game. Item management is a little better now too. You can assign an item to the L button so that you don't have to unequip yourself in order to use a regular item.

So is there anything bad about the game? Well, for one, most of the transparencies are either totally gone or just look really bad. Also, there's a bit of slowdown now and then that gets really annoying. Maria, while cool (she can take more damage than Richter), is hardly a big deal and seems like more of an



Publisher/Developer	Players/Genre	% Done	Release
Konami Co., Ltd. KCE Nagoya	1 Side-Scroller	100	Now Japan

Web Address: [www.konami.co.jp](http://www.konami.co.jp)



Now you can choose from any of the three characters right from the beginning of the game (Maria too!).



As you can see here, some of the graphical effects didn't quite port over all that well.

afterthought. And despite those innovative CD loading rooms, the game still stops to load after certain areas, which is disappointing. Finally, some of the remixed music could've been a lot better. But overall? Any Saturn owner who's a fan of Symphony of the Night should definitely check this game out. It's one of the higher quality Saturn games out there, and since it's budget priced in Japan (3800 yen, or about \$27 as of this writing), it shouldn't be too expensive to import. ●



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ATLUS

## Gauntlet Legends

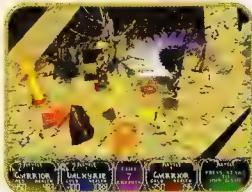
### Breaking Up Arcade Monotony

Magic can be used with the turbo button for different effects.



The original Gauntlet was released in 1985 and went on to become one of the greatest arcade games ever. Atari Games is hoping the sequel will fare as well. Gameplay is basically the same, but players now have multiple Bosses to contend with, 13 runestones to find, experience levels to boost, puzzles to solve, tons of new power-ups and a complete story line to enjoy.

Quite a bit of what you know about Gauntlet has been carried over from the original, but there are also plenty of new innovations that will make this game rock. First of all, the Elf character class has been replaced with a female Archer class. There



Publisher/Developer	Players/Genre	% Done	Release
Atari Games	1-4 Action	N/A	October 1998
Web Address:	None		



Unlike the one Boss in Gauntlet 2, Legends has four Bosses, one for each kingdom in Ataria.

are also four different versions of each class—one for each kingdom.

You'll find a ton more changes in the world of Gauntlet including power-ups like 3 and 5-way shots, time stop and x-ray vision. There is even a shop where you can buy items and attributes. You will hear more about this one soon. ■

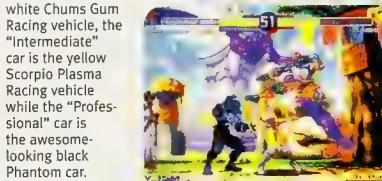
## Soul Calibur

When we played the test version of this game, our collective jaws dropped to the ground. The graphics have to be the best for Namco so far, and are coming close to Virtua 3 detail. The best part is that the gameplay has been highly improved from its predecessor to be more Tekken-like.



## Daytona 2: Battle on the Edge

New news for this one. It appears that there are three tracks similar to the original as well as three cars to choose from for extra difficulty possibilities. The "Novice" car is the white Chums Gum Racing vehicle, the "Intermediate" car is the yellow Scorpio Plasma Racing vehicle while the "Professional" car is the awesome-looking black Phantom car.



## Street Fighter Alpha 3

First, there was Haggar in Slam Masters, then came Guy in Street Fighter Alpha. Now the newest Final Fight champion turned Street Fighter is Cody. Seems that Cody killed one of his worst enemies, and is now a convict.



You're in the 10th frame,  
there's a bucket of sweat  
dripping off your brow  
and this shot is worth  
way too much money



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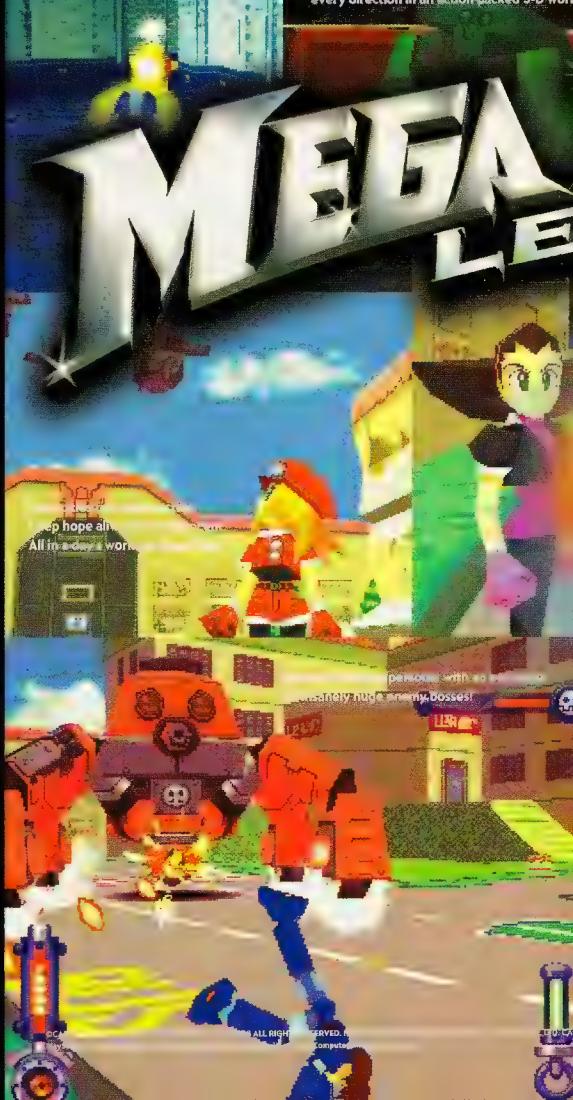
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and  
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September 1998

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Compiled by: John Stockhausen

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Activision on Classics

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actual in-game character shots

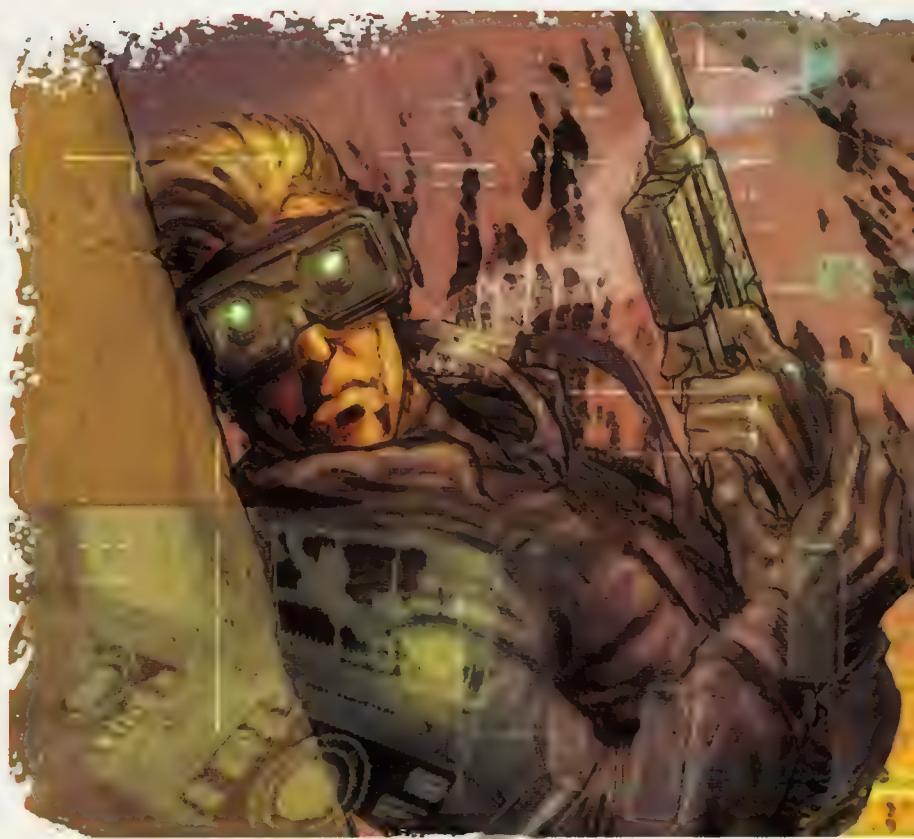
Sadistic four-player fighting

**thrill kill**™

Coming Fall 1998



# met art



**I**t's not often that we come away from spending time with a game absolutely certain that it's something new, fresh and truly incredible. You may have read the proclamations in numerous magazines that *Metal Gear Solid* will be the "last great PlayStat on game." But after having spent an entire day with the finished Japanese version of the game, we can safely say that this is nothing that final. If nothing else, *MGS* offers a new ray of hope for gamers in that it actually defies description. And what does that mean? Well, Hideo Kojima and his team at Konami may well have created a completely new genre.

By now you're probably aware of the basic premise of the game

by John Davison,  
Crispin Boyer and  
John Ricciardi

Since its public showing at E3 in May there have been many articles written on the game waxing lyrical as to the splendor of the whole thing. *EGM* has printed everything it can get its hands on in an effort to communicate just what a landmark product this is. What we will try to do over the course of the next 10 pages is communicate what it is to play *Metal Gear Solid*. Screen shots alone simply can't do justice to the experience.

Hideo Kojima, *Metal Gear*'s creator, previously had ambitions to work in movies, and the production values visible throughout the game certainly seem to indicate that he has an eye for this kind of thing. In a recent interview in Japan he revealed that the planning for this actually started in 1993, with actual development beginning in 1996. That's a pretty long time by anyone's standards for game production. Believe us though, it shows.

1000 hours 6/30/98 Konami building, Redwood City, CA

Having arrived at Konami's new offices in California we wanted to make sure that we got as much time with the game as possible. Once set up, we sat down with the latest version of the *Metal Gear* demo. Konami is still, understandably, concerned about leaking too much on the game prior to release. The story-arc over the course of this two-disc product (yes, it's going to be that big) is extremely intricate and contains numerous surprises that tie the previous products in the series together. At the same time it offers a near-cinematic experience that will quickly draw fans of action movies, spy

**M****e****ta****l**  
**G****e****a**  
**S****o****l****i****d**

thrillers and anything vaguely Tom Clancy-esque. Before we begin we are shown exactly how complex a product this is—by means of examining the screenplay. Now, I don't know if you're aware of this or not, but a screenplay for your average Hollywood blockbuster makes a pretty sizable thunk if you drop it on a coffee table. They're normally big ring-bound efforts about an inch and a half thick and contain all of the dialogue, screen direction and scene-setting comments that will help a director build the appropriate experience. They vary in size (the *Godzillas* of this world are obviously a bit vapor, although the *Aliens* screenplay was apparently a mere 16,143 words) but on average, an inch thick or so is good. If you were to drop *MGS'* screenplay on a coffee table, it would probably break it. Ring-binder number one is a good two inches thick, and when this is joined by the weight of ring-binder number two—another inch or so thick—you're in for some furniture-threatening action. As with everything else on this project, the screenplay is strictly top-secret, all 100,000 words of it. But we did manage to come away with the first few scenes. If you've never seen a screenplay, take a gander at *Metal Gear Solid*'s...

#### 01 INFILTRATION

Scene 01-1 Infiltration Intro Demo

Ohio-class nuclear submarine Discovery

"The USS Discovery, deep at the floor of the ocean in Alaska's Bering Strait."

Discovery Command Room

Campbell speaks into the codec, his face illuminated by the inorganic light.

Campbell: "The nuclear weapons disposal facility on

Shadow Moses Island in Alaska's Fox Archipelago was attacked and captured by Next-Generation Special Forces being led by members of Fox Hound."

**M****e****ta****l**  
**G****e****a**  
**S****o****l****i****d**



See how every detail of what is happening on screen is planned out in exquisite detail? So we can assume that MGS is pretty big then.

— 1030 hours... 6/30/98

Having taken a brief look at the screenplay, we sat down to play the newest demo of the game. At E3 Konami showed the first few scenes leading up to the point where Solid Snake crawls into a ventilation duct. We are the first magazine to play any further than that.

These first scenes shouldn't be dismissed though; they may have been seen by many (and there's a brief video on the current cover disc with our sister magazine *The Official U.S. PlayStation Magazine*), but there are some incredible details that have been overlooked in other early reviews. In keeping with the more "adult" content of the game, even the dialogue takes a more mature angle. Early scenes include radio messages (which as in the previous games are very important; different support characters transmit on different radio frequencies and offer vital information throughout the game) between Snake and Dr. Naomi (see character overviews elsewhere in this feature) where the two flirt with each other to the point that they discuss giving each other strip searches. Sexual innuendo



**The intro shows Snake as he is fired from a torpedo tube.**

doesn't crop up too often in video games, so it's refreshing to see something that tackles dialogue like a movie rather than a game.

The game begins with Solid Snake swimming more in order to infiltrate the base in Alaska. Once he gets out of the water (which causes an incredibly realistic-looking distortion effect on the graphics) he removes the more cumbersome of his Scuba gear, and must find his way to an elevator. Having crept to a dark corner, he hides against a wall as a guard walks by. By using his radar he can see not only the movements of all his guards on patrol but also their field of vision and their state of awareness to his presence. As the guard moves, he stops, stretches and breaks into a yawn. Looking at the radar, Snake notices the guard's field of vision is changed (people close their eyes when they yawn, you know) and sneaks past.

As an indication of the attention to detail in MGS, this sequence is merely an early sign of what is to come. The AI system employed is completely unlike anything we've ever seen—especially on the PlayStation, which many developers claim is too limiting when it comes to memory requirements for AI design.

Further exploration of this early level also

reveals just how "aware" the enemy guards actually are. Running through the snow produces footprints naturally. If a guard on patrol notices these prints he will break his patrol pattern and chase after them. Getting really clever though, Snake can crawl along on his belly and wipe some of the footprints away in order to throw the guards completely off the scent. It might not sound like much, but have you ever seen anything like that before?





Game characters who appear to be fully aware of their environments? In another throwback to the past Metal Gear games, Snake can even hide underneath a cardboard box (and walk around with it on his head for added comedic value). Switching to First-person Mode even gives you a view through the cut-out handholds on the box. Move around too much like this though and the guards will wander over to find out what's going on.

Guards throughout the game are even aware of sounds. Running through a puddle will alert them to your presence. Or if you're feeling daring you can hide in a corner and then knock on the wall to attract their attention. As they come around the corner it's then just a matter of grabbing them around the neck, dragging them into a dark corner and either A) beating the crap out of them or B) simply breaking their neck with a deft little twist.

1130 hours... 6/30/98

By now we've wowed at the early stages of the game. We've watched the now-infamous "bird scene" where Snake watches as a huge helicopter lifts off—complete with speed blur and focus effects produced using the in-game polygon engine (something that is used throughout with spectacular effect...more in a bit). And we got to the bit we've been waiting for. The new bit. The virgin territory. Snake

crawls into the ventilation duct and alerts a gaggle of rats which scuttle into the darkness. Working his way through the labyrinth, Snake finds himself in a large room containing two tanks under construction. The room is guarded like a fortress, but Snake-boy knows that he has to find his way to a prison cell where he can release Donald Anderson, the chief of DARPA (Defense Advanced Research Projects Agency).<sup>1</sup>

Working through the area and listening in on guards' conversations (again, sound is very important throughout) we know where we've got to go; more ventilation ducts must be crawled through to get to the cells.

By this point we've found a number of fun weapons to play with and are using them to some considerable

The AI makes virtually all other PlayStation games look simple by comparison. Here, we see an example of the line-of-sight and "realism" systems working beautifully together. As the guard is on patrol he stretches and yawns. In doing so, he closes his eyes for a moment giving Snake a brief opportunity to pass.

## Serious as a Heart Attack...

The heart attack scene early in the game is an excellent example of how Kojima and his team have integrated the Dual Shock pad into the overall experience. Rather than simply communicating low-frequency sound effects, it provides a genuine tactile element that adds to the tension and drama of the scene.





2D, or not 2D...

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# Back for More



## HOY CAMPBELL

The ex-commander of Fox Hound, Campbell is to Snake what Col. Troutman is to Rambo, the only man who can track down Snake and lure him out of retirement. Before Liquid Snake's revolt, Campbell rebuilt Fox Hound. Now he's sending Snake in to deal with the traitorous Fox Hound rogues.

## MADITCH MILLER

Miller served as Fox Hound's survival instructor and is one of the reasons Solid Snake is so darn deadly. He contacts Snake via radio to offer survival hints and strategies.



## BIG BOSS

Before he turned traitor during the Outer Heaven crisis and was defeated by Snake, Big Boss served as Fox Hound's commander. Believed to be dead, BB will no doubt turn up in MGS.



## The New Crew

### REVOLVER O'CALLIE

A gun nut and spaghetti-western fan, RO is a former KGB agent who joined Fox Hound and became Liquid Snake's right-hand man.



### ELITE SILVERBROW

Compo's teen niece, Meryl has no combat experience—although she's itchin' for a fight. She's also one of the few genetically enhanced Fox Hound soldiers not to revolt, making her a valuable ally for Snake (as well as a love interest).



DONICA  
You proba  
won't see  
her since  
she's a  
shooter  
side. You  
will see  
her in  
Sniper  
Wolve  
ly. She's a  
ing geniu  
can aim  
gets for m  
than a w  
without  
or arm

### Liquid Snake

The leader of the roguish band of agents who have taken over Shadow Moses Island. Liquid Snake is Solid Snake's equal. Under the tutelage of Mil, he learned battle techniques and became fluent in seven languages. He's also one of Fox Hound's new breed of genetically enhanced soldiers.



### MEI LING

Ling developed the high tech communications gear Snake uses on his mission. A student of MIT, she's Snake's flirtatious communications liaison to home base.



MININA  
He's a mystery wrapped  
up in an enigma encased  
in a skin of high-tensile  
alloy and plastic. Is this  
cyborg ninja a friend or  
foe? Is he even human?  
He... If we know.

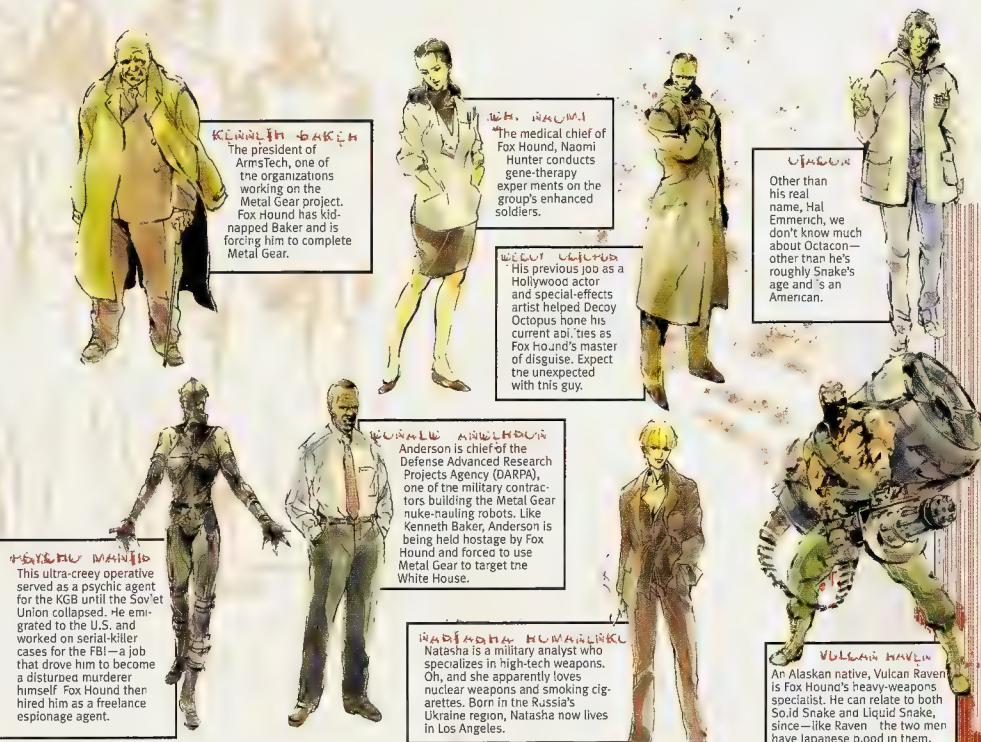


# Evolution of a Snake

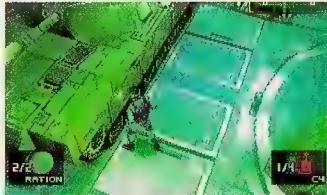


## SOLID SNAKE

A 30-something genius, super spy and bona-fide badass, Snake is your alter ego in MGS. Konami's own PR material cites him as "the man who makes the impossible possible, who can enter any place under any situation." He speaks six languages. He's an expert in skydiving, free climbing and Scuba diving. After the Outer Heaven and Zanzibar incidents, Snake sought solitude in the Alaskan wilderness. Will he leave retirement for this final mission?



The C4 uses a remote detonation system that allows you to place it anywhere and then detonate from a safe distance.



he sees Meryl Silverburgh working out, doing sit-ups on her bunk. Crawling further he looks down and sees Donald Anderson. We hit the appropriate buttons, drop down into the cell and cue the single most impressive use of cinematics in a game I have ever seen. We've outlined the finer details of this scene with screen shots elsewhere, but the effect has to be described in some detail to get the message across. The conversation between Snake and Anderson, and the ensuing scene, is a defining moment in video gaming. In the future this scene will be used as an example of when game design changed forever—and it's not even interactive.

Here's a play-by-play: The camera pans back as Snake drops into the room. He introduces himself and a camera idly pans around the pair as they size each other up. The camera cuts to Meryl's cell next door as she hears noises. Cut back to Snake and Anderson. The camera moves up from the ground and pans over Snake's shoulder. The conversation between the two is continuing throughout and the reverb effect on the voices is changing as the camera moves from point to point. Anderson reveals that the terrorists have the ability to launch a nuclear attack on any city in the world; they have the arsenal as well as the most recent version of the Metal Gear with which to deploy it. (Metal Gears are big walking mech-like tanks for those of you who don't know the history. It's a major black-ops project denied by all governments concerned.) By kidnapping the heads of the two organizations working on the Metal Gear project, DARPA and ArmsTech, the terrorists are hoping to produce the ultimate threat—and their first target is the White House.

Enter the guard in the corridor, who hears noise and comes to check them out. Cut back to the cell: Snake hides and Anderson speaks to the guard. When the guard leaves, Anderson continues his story as the camera continues to move from point to point (this is all real time, remember, and is still using the in-game polygon engine). As each important point is made, the camera snaps to a new angle. Very cinematic. Then... everything changes. Along with the voices we can now hear the faint sound of a

effect on the unsuspecting guards. From the back of a truck outside we found a SOCOM automatic pistol with a laser sight—which is proving extremely useful. Elsewhere we found some chaff grenades, which play havoc with any

radar-based devices, such as the surveillance cameras that are cropping up on corners with increasing regularity. A handful of stun grenades have proven to do exactly what they say on the can, while my favorite up until this point, the C4, has been effectively used thanks to an ingenious remote detonation system that allows you to stick the explosive play-dough to just about anything and then ignite from the safety of a different room.

Once in the ventilation system again, Snake crawls along and looks down through the ducts. Crawling over one bunk. Crawling further he looks down and sees Donald Anderson. We hit the appropriate buttons, drop down into the cell and cue the single most impressive use of cinematics in a game I have ever seen. We've outlined the finer details of this scene with screen shots elsewhere, but the effect has to be described in some detail to get the message across. The conversation between Snake and Anderson, and the ensuing scene, is a defining moment in video gaming. In the future this scene will be used as an example of when game design changed forever—and it's not even interactive.

## A Snake's Life...

Metal Gear Solid's epic story is expected to refer to bits of Solid Snake's past paramilitary experiences. So, for the benefit of Metal Gear newbies, we've culled the ol' Konami archives and assembled this timeline. Note that we didn't record the events depicted in *Snake's Revenge* for the NES, since it wasn't a Hideo Kojima project.

**1970**

Solid Snake born

Liquid Snake born

**1980**

The nation of Outer Heaven formed in South Africa

**1990**

The Fox Hound Space Seals, a high-tech spec-ops group, is formed by the UN to combat global terrorism.

Fox Hound sends newly recruited Solid Snake to Outer Heaven to defeat Big Boss and Metal Gear, a giant nuke-carrying mech.

The mercenary republic of Zanzibar forms in the Middle East and begins raiding nuclear stockpiles.

Fox Hound calls Solid Snake back to active duty to infiltrate Zanzibar, topple its government and rescue the kidnapped Dr. Kit Maru, thus ruining Zanzibar's plan to control the world's oil supply.

**2000**

Solid Snake retires from Fox Hound and returns to his solitary life in the Twin Lakes area of Alaska's mountains.

Fox Hound begins subjecting its members to gene therapy in an effort to produce superior soldiers.

Rogue Fox Hound members, led by Liquid Snake, occupy Shadow Moses Island off the Alaskan coast, where the U.S. government stores its Metal Gear robots. The rogues say they will subject the world to nuclear winter if their demands aren't met.

Once again, Snake is called out of retirement. He reluctantly agrees to infiltrate the Shadow Moses base and neutralize the threat posed by his former Fox Hound comrades.

**2010**



CONTENT RATED BY  
ESRB



WHAT HAPPENS AT  
OVER 1,000 MPH  
WHEN YOU'RE BLAZING OVER NEON-STUDDED BUILDINGS,  
UP AND DOWN THE BRIDGES, THROUGH TUNNELS, AND ACROSS  
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SCARED TO TAKE YOUR EYES OFF THE SCREEN.

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heartbeat along with a slight shudder from the Dual Shock pad. Anderson is clearly in pain. He lurches...the camera cuts quickly to a different angle and the screen goes red for a moment, then it burns out of focus. The Dual Shock shudders again. The heartbeat gets stronger and louder, the Dual Shock shakes in time. The camera cuts again with masses of motion blur. The heartbeat builds and builds. Anderson is having a heart attack. The Dual Shock vibrates faster and faster. Finally, as the pad is lurching in your hand and the beat is thudding ferociously, Anderson falls to the ground. The screen blurs in slow motion as he falls. The Dual Shock gives one last thud as he hits the ground and then buzzes as he convulses before dying. Silence.

The first time you experience this it is utterly incredible. Never before has a video game bombarded every available sense with such dramatic input.

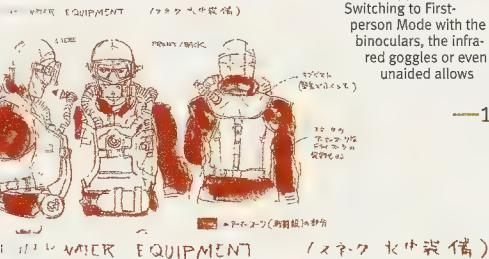
— 1400 hours... 6/30/98

By now we've spent a few hours with the game. And although initially a bit difficult to get used to, the controls after an hour offer something of an epiphany. So for the last three hours we've been having a ball. Unlike many games that support the Dual Shock, MGS actually has the whole pad active at all times. You can move around with either the analog or digital pads, but once you've adjusted to the hyper-sensitivity of the analog pad you'll learn to appreciate it. Switching to First-person Mode with the binoculars, the infrared goggles or even unaided allows

you to look around wherever Snake is standing. The analog pad obviously lends itself beautifully to this, and later in the game when you combine this with the sniper weapons it makes pinpoint sadism a viable option. Speaking of weapons, we've seen some more since we mentioned them earlier on. Although we can't show you pictures yet (you'll have to wait for next month when we follow up with more information), we can tell you about some of the cool stuff. Coolest of the cool has to be the Nikita. Not sure if this is a "real" piece of military hardware (although nearly everything else is, so it's a distinct possibility) but it's fantastic. Shove the thing up on your shoulder, brace yourself, pull the trigger and watch the mini-missile hurtle toward its target. Hmm, OK, seen that before. Anyone seen Resident Evil 2? Switch into first-person view now though, and you find yourself controlling the missile—and we're not just talking wiggle from side to side here. You can fly this baby anywhere and then let rip at just about anything.

— 1430 hours... 6/30/98

Further into the game we are treated to some more spectacular scenes that show off the cinematic qualities of the game. As Snake walks into a corridor he hears screams of pain coming from behind a door.



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Gunfire rattles out and sounds of carnage continue before fading back to silence. Upon opening the door, Snake is faced with a corridor full of massacred soldiers. There's blood everywhere, corpses are sliding to the ground from a standing position while others are twitching their final death throes. The camera cuts quickly from corpse to corpse, flashing briefly as it aggressively surveys the room. Snake steps in and walks through the carnage. The view now changes to a survivor huddled in fear in a corner. "G-g-ghost," he whispers as a form moves in front of him. Before he dies, he wets himself, the dark patch spreading across his uniform and onto the floor. The "ghost" moves into the next room, distorting the camera's view just like the cloaking effect produced by the Predator (remember that?).

Snake continues further, stepping into a large office area, and as he does so the Ninja uncloaks in front of him wielding his huge sword. A huge fight ensues with office materials scattering about the room, glass smashing and bullets ricocheting off the walls. The Ninja, somehow able to deflect bullets with his sword, makes an absolute mockery of us and swiftly destroys any game playing dignity we had up to this point. It was all over so quickly. One minute he was there, the next he was smashing through a window and slashing at Snake's throat.

— 1500 hours... 6/30/98

Our time with the game is nearly up, but surely we can see one more section without revealing too much about the story? Our man at Konami concedes and shows another beautifully crafted scene.

This time we see Snake and Meryl (from the cells earlier... remember?) working as a team. As they creep from room to room they are both aware that something is not right. Looking around, a faint distortion is visible in the scenery around them, until they step into a huge office.

Snake walks in first and as he steps forward the graphics are breathtaking. The room is huge, with polished marble floor reflecting everything from the bookshelves to the desk with crystal clarity. Suddenly the camera cuts to Meryl's point of view and she watches Snake walk ahead of her. The view distorts with the now-signature motion-blur effect as the view quickly



## The History of Metal Gear



The original Metal Gear, released for the MSX computer in Japan in 1987, was Hideo Kojima's first game with Konami. The game took place in the late 1990s in a small country on the outskirts



**Title:** Metal Gear  
**System:** MSX  
**Release Date:** 5/87

of South Africa called Outer Heaven, where a ruthless mercenary ruled with an iron fist. Fox Hound sent one of their best agents, Grey Fox, to OH to find out what was going on after rumors began to fly about some kind of super weapon being in development on the island. After several days, however, Fox Hound lost contact with Grey Fox. His last message was simply a muttered two words: "...Metal Gear..." In order to find out just what happened to Grey Fox and what exactly this Metal Gear was, Fox Hound sent another agent, Solid Snake, to Outer Heaven to infiltrate the enemy's HQ and get to the bottom of the mysteries at hand. Ironically, at the end of the game, after destroying Metal Gear, we find out that Solid Snake's biggest enemy was the man who sent him into Outer Heaven in the first place—Fox Hound's leader, Big Boss.

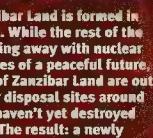


**Title:** Metal Gear 2: Solid Snake  
**System:** MSX  
**Release Date:** 7/90

formed nuclear power with more destructive potential than every other nation combined. To top things off, a new microorganism has been discovered called Oilitix, which refines ultra-pure oil from crude oil. The man who discovered it, Dr. Kio Marv, was abducted and taken to Zanzibar Land while en route to North America for research reasons. The now-former Fox Hound member Solid Snake is called into action once again, this time to head to Zanzibar and rescue Dr. Marv.



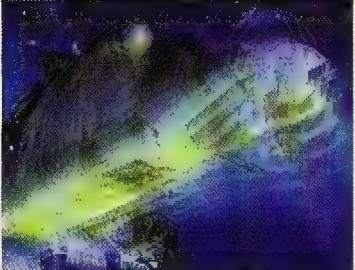
Metal Gear 2: Solid Snake for the MSX was one of the largest games for its time, weighing in at a hefty 4 Megabits. This time, the year is 1999, and trouble begins when a new nation



known as Zanzibar Land is formed in the Middle East. While the rest of the free world is doing away with nuclear weapons in hopes of a peaceful future, the operatives of Zanzibar Land are out robbing nuclear disposal sites around the world that haven't yet destroyed their weapons. The result: a newly

snaps back to Snake. A second later the view snaps again to Meryl, but this time it's black-and-white, and the camera gradually rises, looking down on Meryl and Snake as they both move forward. Suddenly the camera pulls back and the Predator-like distortion is back, hurtling around the room, scattering papers before it settles on top of a desk, hovering gently for a moment. As the room settles, the distorted form moves before gradually solidifying into the form of Psycho Mantis. He stands up on the desk, resplendent in his weird leather gear and his gas mask, with his arms outstretched in a cruciform. Like a bizarre homage to Marilyn Manson he just stands there and...

"Right, that's your lot," we're told as the PlayStation is clicked off. But...but...but...that bit was looking so cool. "If you see any further it'll give a massive bit of the story away, and we can't have that."



—1600 hours...6/30/98

So there you have it—a hands-on account of Metal Gear Solid, set for release on Sept. 3 and not a minute too soon. Hopefully next month we'll be able to bring you more information concerning deeper aspects of the story, along with new weapons and some screens of the vehicles you can commandeer much further into the game. ■



**Metal Gear**  
About a half-year after the MSX version of Metal Gear was released, a version was made for the Famicom (Japan's NES) with slightly updated visuals, newly designed areas, and overall improved play. The main story was exactly the same as in the MSX version, but in this case the game managed...

**Title:** Metal Gear  
**System:** Famicom/NES  
**Release Date:** 12/87-6/88

to make its way to the United States, thanks to the popularity of the NES. It was released as the first game under Konami's Ultra Games label, and has since gone on to become one of the most popular NES games of its day. Until now, this is the only true Metal Gear game to reach the United States.



**Title:** Snake's Revenge  
**System:** NES  
**Release Date:** 4/90

**Snake's Revenge** was Konami's attempt to cash in on the popular Metal Gear franchise after the realization set in that the MSX sequel in Japan (Solid Snake) was never going to make it to the Famicom. In other words, while it bears likenesses from the series and the same general look and feel of the first Metal Gear, it's not a true Metal Gear game. **Snake's Revenge** had a lot more action in it

than the first Metal Gear, and the overall story and game weren't nearly as good as the original. Not a horrible game by any means, but much in the same way that recent Contra games on the PlayStation just don't feel like Contra, this one just didn't feel like Metal Gear. Some of the terms Konami USA came up with for this one are rather laughable (or sad, depending on how you look at it). For example, the game takes place near the land of "Ishkabilib." The main bad guy's name is "Higharolla Kockamamie." The manual says that one of the main girls Snake deals with (Jennifer X—no relation to Sushi) is rumored to be the younger sister of Ginger from Gilligan's Island. Quite pathetic, eh?

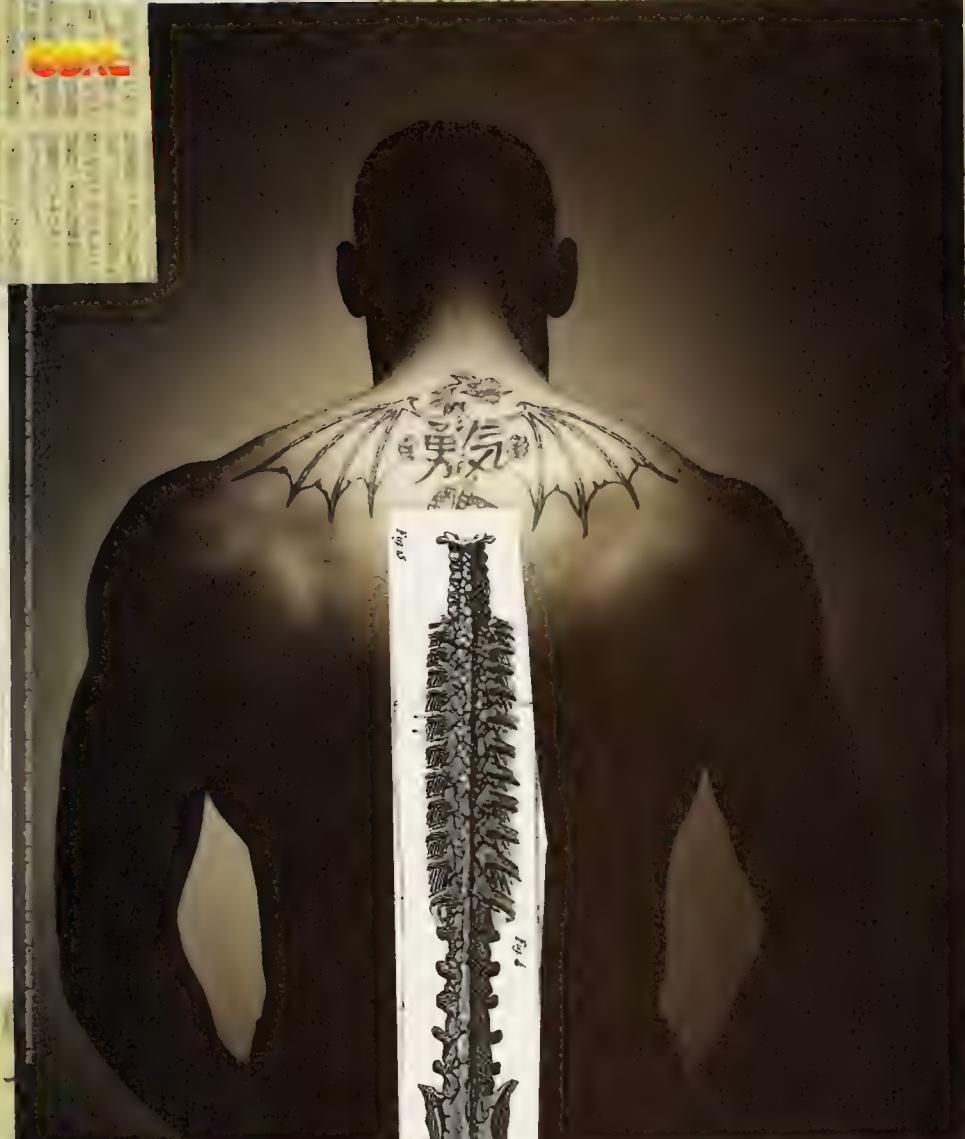


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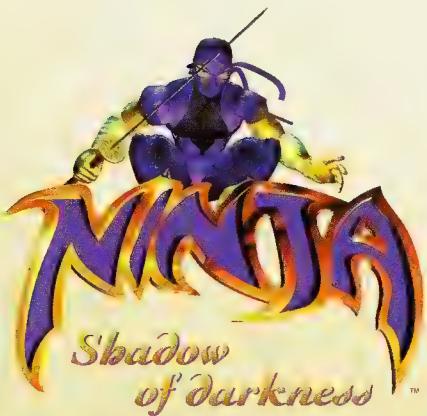
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And you thought women didn't dig video games. Turns out they've been building them for years. Strange, considering all the times their male fellow gamers have snapped...

HURRY UP  
AND DIE...

SO I CAN  
PLAY.

By Lauren Fielder

**I**n every girl dreams of being a video game cheerleader, dressing the side of an arcade machine like a single, weary curtain while her boyfriend lays Helthachi and Law to rest. Nor does every girl dream of becoming the screen-borne leather-clad miscreant or dismantled damsel in distress. Yet these images seem to be the available female time slots in prime-time gaming. Months of research and a bit of industry temperature taking, however, say that behind just about every good game, there's a woman.

But making that known hasn't been easy, as in spite of the surprising number of female developers who've emerged on the scene—matched with the lukewarm media coverage of the issue in the past—men still hold the majority voice in the game industry. And nobody knows this better than the women who are developing the games we play. *EGM* spoke with several of the prominent names producing, programming, designing and conceptualizing console and arcade titles, in hopes of finding out why it's taken so damn long for women to join this circus. In the end we found that perhaps it's true that the old, set-in-its-ways gaming-development beast is finally kicking its gender flu—and that Lara Croft has absolutely nothing to do with it.

First of all, women have been aboard for years—even predating Pac-Man. When Carla Meninsky was a programmer, designer and group leader for Atari from 1979 to 1984, she was one of the few women in the industry. "When I first started," she explained, "most of the developers were electrical engineering majors, some had advanced degrees. They were some of the most intelligent people I've ever worked with and not

your typical engineering-nerd types, either. But there was a stigma attached. The other two women in the field at the time were constantly hearing, 'Why don't you get a real job?' from their friends and spouses. For a woman with an advanced degree, it was hard to justify why you were spending your life contributing to the delinquency of minors."

Perhaps figuring out where the stigma originated is the first step. "Video games started out with a stigma," Meninsky said. "When video games first came out, they were placed in bars—typically a male hangout—and they were games of skill that relied on fast reactions. Without the practice and the 'tricks' it was impossible for you to win. Atari even had a requirement that forced the games to get dramatically harder after 90 seconds of play. What woman is going to hang out in a bar all day just to get good at video games?"

But long before the days of 32- and even 64-Bit systems,

"I think people still assume men are making all of the decisions, all of the important ones."

## Linley Storm

ODD WORL.D INHABITANTS

### Girl Powered:

#### Pitfall

Sega 32X

companies recognized that the untapped female market presented opportunities and wanted to explore any way to improve sales. Meninsky was approached, on occasion, by the CEO of Atari, who spoke with her about creating women's titles, such as shopping and socializing games. According to Meninsky, this showed a complete lack of understanding what women wanted in games.

Meninsky left her last industry position, programming and designing 3D game engines for Electronic Arts, a year ago to start her own company, RLO Consulting, in which she provides 3D graphics consulting. She suggested that, ultimately, perhaps the best way for women to get ahead in this industry is to blaze their own trails.

One such trailblazer is Joanna Alexander of Zombie VR Studios, a Seattle based development house that's notably about 30 percent female. Alexander and partner Mark Long started the company in 1993, and three years later producer Linley Storm joined the staff. Storm and Alexander credit philosophical likeness to the remarkable number of women on their development teams, and, likewise, to understanding women and games.

EGM asked them what they think women want from games. "I think a lot of women, when they enter a game, want to

"For a woman with an advanced degree, it was hard to justify that you were spending your life contributing to the delinquency of minors."

## Carla Meninsky

Electronic Arts



### Girl Powered:

#### Dodg'em

Atari VCS



#### Warlords

Atari VCS



#### Star Raiders

Atari VCS

#### Road Rash 3D

PlayStation



## Joanna Alexander

come away with something," said Alexander. "Either an understanding, or the satisfaction of solving something or acquiring some kind of new skill. And even though they're not looking for educational games, one that's more contemplative, more intellectual, is much better received by women than the twitch-factor ones."

But aside from the wants of developers and game consumers, there are other factors involved. The gaming press is largely male. Yet the public relations side of the game industry is largely female, and the products are generally marketed to, and packaged for, a male audience. Storm has her own philosophy on this. "I think people still assume men are making all of the decisions," she explained, "all of the important ones."

Alexander agrees. "This misplaced belief is really at the heart of a lot of what you see in the game meetings, and in the general flavor of the whole community," she said.

But the decision maker at OddWorld Inhabitants (developer of Abe's Oddysee) is CEO Sherry McKenna. McKenna spent years in the Hollywood special effects industry, and thought her partner, Lorne Lanning, had gone crazy when he spun her a yarn about his video game "concept." But when he promised superior image quality and storytelling, the Oddworld Quintology was born.

Coming from the movie business, McKenna's experiences are not the same as many of the video game programmers, designers and producers we've interviewed, but admittedly, she says, "It's not called a man's world for nothing." According to McKenna, her first game, *Abe's Oddysee*, garnered double the standard female sales figures for the Sony PlayStation when it came out. So McKenna seemingly tapped into something. Her recipe, simply, was to "Make the games taste good."

McKenna's solid beliefs against animal testing, and for healthy living were hand-sewn in the *Abe's Oddysee* framework. However, McKenna believes the cure to everything is communication, and that is quite obviously the key element of gameplay within her titles.

But what really makes the *Abe* series interesting, is its broad appeal—notably the big "something" game companies are reaching for, and perhaps the reason the industry is becoming more accepting of female developers. Not only did the title attract a lot of female players; it attracted just as many males. *EGM* asked McKenna what the recipe was. "If you want to shoot down everything [*In Abe's Oddysee*], you could go ahead and do it," she said. "We weren't going to stop you—this is a game. However, we won't reward you for doing it. And you don't get to beat the game."

Expounding on the character's appeal, McKenna said, "We want you to empathize with Abe. We want you to care for him. When I look at Lara Croft, and everyone's saying how enlightened this game is, I say, 'Are you serious?' What are we crazy? Not only is Lara in shorts that are so tight and carrying these big, ridiculous breasts, she shoots every endangered animal on the planet, and we reward her for it. We say, 'That's really cool. What a great game this is!' There is an innate caring about women. Why? It simply goes back to our species. If we care about the character, we realize that there's a purpose."

McKenna believes women and girls will play games if the purpose is distinct. But regarding the survival of women in the

"The cure for everything is communication."

**Sherry McKenna**  
GI Interactive

**Girl Powered:**

**Abe's Oddysee**  
PlayStation

**Abe's Exodus**  
PlayStation

**Munch's Oddysee**  
PlayStation



"1977 made me the geek I am today."

**Amy Hennig**  
Crystal Dynamics

**Girl Powered:**

**Blood Omen:  
Legacy of Kain**  
PlayStation

**Legacy of Kain:  
Soul Reaver**  
PlayStation



game industry, she said. "As long as we single ourselves out by creating great games with great content, we'll be accepted. If we want to single ourselves out just because we're women, then we shouldn't expect to be taken seriously by anyone other than other women."

Amy Hennig, the producer/director of Crystal Dynamics' *Legacy of Kain: Soul Reaver*, has played games since she begged for an Atari 2600 when she was a kid. But she stumbled into the industry by accident when she landed an artist position on *Electrocop*, a finished yet unpublished Atari 7800 title, while she was in film school.

Hennig's ideas somewhat contradict McKenna's, in that she believes character identification is not the key to luring women and girls into gaming. "Unlike male gamers, whose appreciation of a game is often about wish-fulfillment (the thrill of being James Bond, or of being behind Lara Croft), women generally aren't playing for character-identification or fantasy," Hennig explained. "I think the industry is on the wrong track if they're simply looking for characters who girls can identify with."

She also believes the real issue isn't to question why there are so few women developing games, but rather why there aren't more women playing them. "I think of something a male friend said to me once," Hennig said. "Men wear clothes, men like clothes, but men do not shop for clothes. Women play games, women like games, but they don't shop for games." Hennig also thinks that games tend to enter women's lives accidentally. She continued: "No matter how much Mom loved *Tetris*, she doesn't go to the store to see if there are more games like it. Why? I don't know. The same reasons men don't shop for clothes."

Overall, Hennig agrees with most female developers in that women are more prone to play games that involve mental stimulation and critical thinking, but admits that being a woman in this industry is not an issue that she feels confronted with constantly. "I think my obliviousness to gender gives me an advantage; if you behave in a natural, straightforward manner, you put other people at ease," she said.

Sandi Geary, director of sound for *SingleTrac*, has a different approach to this industry. She originally intended to create electronic music but instead received a degree in electrical engineering and worked as an EE for 10 years. Her opinion on

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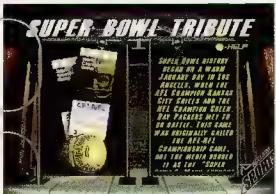


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"My home computer  
really only has games,  
music and Quicken on it."

## Sandi Geary

SingleTrac

### Girl Powered:

#### WarHawk

PlayStation



#### Jet Moto

PlayStation

#### Twisted Metal 2

PlayStation

#### Critical Depth

PlayStation

#### Jet Moto 2

PlayStation

#### Outwars

PlayStation

#### Rogue Trip

PlayStation

#### Streak

PlayStation



the whole thing? "I believe that since video games are perceived as games guys design for guys, women are reluctant to consider game development as a career possibility," she said. "When this is combined with the general hesitancy of women to enter a technical field, such as engineering or computer science, I believe it is reflected in the low number of women game developers."

Geary agrees that the game industry, like any industry, is looking to expand its appeal. "There is a huge potential market of women and 'non-traditional gamers' that developers and publishers would love to tap," she said. "Titles like PaRappa the Rapper indicate a willingness to take a risk and see what the market will support. I believe that as this appeal expands, the number of women who play and develop games will also grow."

Attracting women to the industry seems to be the single most baffling issue on developers' minds. Geary agrees that women are attracted to games that stress cognitive skills and involve a challenge. But she also believes that the phrase, "women in gaming" conjures up more of a hard-edge image than is really there. "After being in the industry, I know that the women involved in game development are not very different from other women I know who work in traditional fields such as nursing," said Geary.

Another point is that the industry certainly doesn't end at the U.S. border. In fact, 't doesn't even begin here. EGM examined the issue from the Japanese game industry

perspective through Mie Kumagai, a programmer for Sega of Japan. Kumagai has created some of the largest heavyweight arcade games around, such as Rail Chasers, the Lost World: Jurassic Park and Gunblade NY.

Kumagai's philosophy is concise: "Because there are so few women who like to play games, there are very few who want to make them." Such words speak volumes, because, of course, working is best if you have personal interest in what you do. Yet Kumagai also agrees with her U.S. associates, in that game companies want, and need, a larger audience.

Kumagai does notice, however, that gender plays a role in her work in that she feels the media pays attention to her and her projects because she's female, except for the U.S. market, which she says does not credit her for her work. Kumagai also spoke of a perception that "people who play games are generally looked down on by others," she said, "because it's the bad students who hang out at the arcade and all games are barbaric and a hindrance to education."

However, she continued that "the mere fact that women in the industry are trying to make games more appealing to the female consumer gives way to expanded genres—and content that female gamers will respond to." But Kumagai, like others, credits her individual effort, not her education, for getting where she is. "I'm really content," she said. "As long as the situation allows me to work here, I'll work in this industry."

Looking at the industry from the perspective of those working within it is one angle, but, naturally, investigating the inspiration to get into games in the first place is telling of the

"I play at home, of course. I like to play games as much as going to the movies and reading."

## Mie Kumagai

### Girl Powered:

#### Rail Chase 2

Saturn



#### Gunblade NY

arcade



#### DecAthlete

arcade/Saturn

#### Lost World: Jurassic Park

arcade



#### Winter Heat

arcade/Saturn

# Just the Facts, Ma'am

"Mine and my husband's roles are far from those which are traditionally gender-based. The power tools are all mine!"

## Rilla Jagger

Student

### Student at DigiPen Nintendo school of game design



### Girl Powered:

trends. The education behind game development is a great place to start. *EGM* spoke with Rilla Jagger, one of only three women to grace the halls of Redmond, Washington's DigiPen University (a Nintendo-backed college-level institution that offers bachelors, masters and associates degrees for game development). We asked what inspired her to leave her career as a professor to get into this field.

"Having always been involved in art, music, dance and theater, teaching finance left me with the feeling that none of my creative potential was being tapped," she said. "Here was a way to create my own imaginary worlds that were interactive and combine my love for art, music and even mathematics."

Even though Jagger is new to the game industry, perhaps it's her economics background that allows her to see that there's clearly market potential that has not been actualized from the female audience. "Producers are beginning to realize the availability of a huge, untapped consumer niche," she said. "The notion that a good half of the population has been virtually ignored as potential consumers is quite a staggering one. Combined is the increased participation of women in the workforce and their willingness to move away from traditional occupations."

Ultimately, there's no such thing as the introduction of women to the video game industry, as if they're a rare species of bird that's frail and inexperienced. They've been here all along. And while programmers, developers, artists and producers have not had an easy time acclimating, times are changing—and fast. The video game industry is realizing the potential of tapping into the virtually unexplored female market, and who better to tell the companies how to do it than the women who are behind the computers, making things happen. In short, women and girls are here to stay, and all we want is equal billing, equal time. No more "hurry up and die so I can play" falling from the mouths of our male counterparts. We're taking the controller and not giving it back until the last Boss is laid to rest. ☺

Lauren Fielder is a co-host of ZDTV's *GameSpot TV*, a video game television show. She's also an editor-at-large for [www.videogames.com](http://www.videogames.com), where you can find an expanded edition of this feature.



Video game players throw around opinions like loose change—whether about games or another person's ability to play them. And if females are lucky enough to be on the receiving end of these tenets, they're usually not complimented. But are guys really better than girls regarding spatial orientation, object memory, reaction to objects entering the line of vision and everything else it takes to topple video game baddies?

Obviously, the ideal method of answering these questions would be to scientifically test the theories. However, not being psychologists ourselves, *EGM* contacted Dr. Elizabeth Loftus, author of the 1983 book *Mind at Play: The Psychology of Video Games* and professor of psychology at the University of Washington, Seattle. She's one of the leading experts in memory psychology, having written 18 other books and provided expert testimony for the Rodney King and Menendez trials to name a few.

Loftus gave *EGM* a little background, stating that women usually outperform men in tests of verbal ability, males outperform women in tests of spatial skills, and recent studies show that women are better with face recognition. We asked Loftus if the notion of females outperforming males in verbal-memory tests could be translated to video games. "Depending on the type of game, yes," she said. "You could create games that capitalize on verbal skills as opposed to spatial skills, and you might expect to see female superiority."

Now, think of Abe's Oddysee. You beat the game if you could effectively communicate with your fellow Mudkongs. The game was successful among females—many of whom didn't know why they liked it but just did. So, if you consider an adventure game or even a platform game in which object location and placement can make or break your success level,

according to these studies, men may excel. But if verbal communication is put into the mix, as in Abe's Oddysee, women's chances of competing evenly increase. Then, say you introduce the unexplored area of face recognition, and women may routinely outperform male gamers. Or not. Remember, these are averages, folks.

According to this line of reasoning, perhaps "female content" such as the shopping and socializing sims companies have thought to create may not be the answer. Perhaps addressing the innate abilities of females—instead of trying to appeal to learned stereotypes—might open the market.

So the issue seems to always revert back to content, and Diane Shohet, the executive producer for Hasbro Interactive, clarifies this a bit. She heads up the development of games for girls at Hasbro and says, quite simply, "I think that for women to play games, they need to have played games as girls. And girls' play patterns are different from boys. But let me stop here to say that I absolutely don't think girls' games should be restricted to hairstyling and dress-up. Girls' play patterns involve storytelling, fantasy, puzzle solving, creativity and cooperation. There is a lot to explore in these areas."

Whether women gamers' whims hinge on psychology, philosophy, neurology, communication or face recognition, one thing's for sure—people are finally taking female gamers seriously, recognizing the potential of this undernourished demographic. And while we're still not sure exactly what female gamers want, we're trying our damndest to find out.



Dr. Elizabeth Loftus



Diane Shohet

# EPISODE LXIV

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# Pocket Cameron

## The Armchair Auteur's Guide To Turning Nintendo's Tiny Toy Into A Blockbuster-Building Movie Studio



**Y**ou think the first films of James Cameron or Steven Spielberg were mega-budget blockbusters? Man, wise up. Those guys started small, shooting homemade films with handheld cameras. And that's good news for small-fry flicks, who've just bought Nintendo's Game Boy Camera, whose animation editor packs enough black-and-white movie-making muscle to send them on their way to indie-film superstardom.

And so we present this two-page guide to building backyard blockbusters. To the far right you'll find the few tools necessary for any quality production, while below we list six effects that no self-respecting summer movie would be without. But before you yell "Action," heed these points: First, this guide assumes you've read the camera's manual and are familiar with the animation editor. Second, seeing as how the gang at *EGM* is less mature than a busload of third graders on a field trip, most of the effects here are appropriately juvenile. Third, be sure to choose tune number 29 when you play your animations (that sucker seems to fit every kind of flick). Finally, keep in mind that although the Game Boy Camera is one of the coolest toys ever created, it's not exactly *Industrial Light and Magic*; your movies will look a tad crude when viewed alongside *Terminator 2*. But that's what drives the cameras' appeal. It forces you to experiment, experiment, experiment. Better still, it forces you to have fun — no doubt much more fun than that Cameron guy ever had filming *Titanic*.

## Crucial Tools

### It's Timer Time

Why deal with the hassle of hiring unionized film crews when the Self-timer lets you shoot solo. Just brace the camera into position, set the timer a step into the frame and — presto! — you're both the director and the star.

### In the Loop

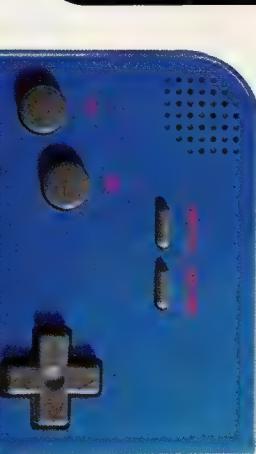


When it comes to assembling animations, take a hint from MTV — keep things moving. The Loping tool lets you flip between two similar pictures or through a sequence several times, thus giving the illusion of constant movement. Take a gander at the two miniscreens above, for example. If you loop the two machine-gun shots and run your animation, it'll look like the gun's kicking and spitting a stream of spent shells. Sticking the two space-fighter shots in a

loop makes the ship appear to soar across a scrolling backdrop of stars. And since loops don't eat up frame space, they'll make your movies last longer, too.

## Zoomoomooming!

If you've seen a Sam Raimi flick, then you've seen zooming; the effect of following a person or a thing's perspective as it careens through scenery. Zooming is easy here; simply snap a shot (1), step forward a bit, snap another (2), step forward (3), etc. Set your playback speed high (at least 80), to ensure fluid zooming.



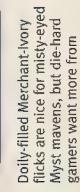
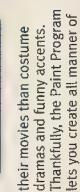
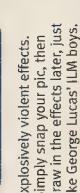
## Human-Head High Jinks

Perhaps the only camera effects guaranteed to earn you a film an R rating, these sequences were created using Montage Lens #2, the perfect tool for a variety of ultragy head games. For step one of the most basic effect—what we like to call the Melting Head—trace the camera steady and bend down so that you snap nothing in the frame's top half except the background (1). Then resume a standing position, extending your head most of the way into the already photographed top half of the picture, and shoot again (2). All that's left now is to save the picture and use the paint program to draw in your choice of guesome post-melting effects (3). With a little linking, you can create a variety of other complex deactivation animations for your loved ones to enjoy, such as the unfortunate incident below.



# Fancy Effects

## Eye Beams, Gunplay and the Paint Program



## Evil Twins



## Rampant Clip-Art Abuse

Holding the camera steady, use Montage Lens #1 and snap your actor on the left half of the frame (1). Then move him to the right and snap again to complete this effect (2).

Holding the camera steady, use Montage Lens #1 and snap your actor on the left half of the frame (1). Then move him to the right and snap again to complete this effect (2).

With the paint editor and practice "unintography" Nintendo would never approve of.

Sure, you can use the clip art to mess up friend's faces. But it's more fun to modify the art a bit, shoot again (2), etc.

Simply steady the camera then shoot a pic (1), move the prop a bit, shoot again (2), etc.

The camera's frame-by-frame approach to filmmaking makes stop-photo animation a snap.



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CF4



Left Thumb



Left Finger A



Left Finger B



Left Finger C



Left Finger D

FightingForce64

# Review Crew



## OUR PHILOSOPHY

EGM rates games based on how they compare to other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 1.0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?



Gold Awards go to games whose average score equals 9.0 or higher.

Games that average at least an 8.0 receive Silver Awards.



### Current Favorites

Banjo-Kazooie  
Shining Force III  
Parasite Eve  
Kartia

### Favorite Genres

RPGs, Action

### Crispin Boyer



Like everyone else on the staff, Crispin isn't too crazy about Banjo the bear, but he does dig Kazooie and her bad-bird attitude. In fact, Cris wonders why Kazooie even hangs out with the slim-witted furball. She's probably in it for the fleas, ticks and other nasty parasites that live in Banjo's fur, Cris figures. And if Banjo and Kazooie ever split up...well, poor Banjo would probably go mad from the itching.

### John Davison



ncised by England getting knocked out of the World Cup by Argentina, John spent much of his reviewing time trying to re-create the ill-fated match. To help compensate, he then decreed that because Independence Day was only observed because it was a celebration of English arse being kicked, July 4th weekend would be cancelled at EGM. And we thought he was kidding! He wasn't...

### Current Favorites

Road Rash 3D  
NCAA Football 99  
IS Soccer Pro '98  
WWF War Zone

### Favorite Genres

Sports, Racing

### Dean Hager



Still totally immersed in Road Rash 3D, Dean's been wearing nothing but a leather coat, boots and chaps to work for the last two weeks. He claims it's just comfortable and has nothing to do with the game (yeah right...). Hopefully EA's NCAA 99 will end his biker phase, not to mention prime him for the landslide of football games coming soon. Also on his must-play list: Rally Cross 2 and Moto Racer 2.

### Dan Hsu



Shoe wanted to use this space to brag about how he won the office NFL Blitz tournament (upsetting the highly favored Kujawa). But what he didn't want us to tell you is just how much time he spends creating wrestlers in WWF War Zone—it's like watching a giddy little girl play dress-up Barbie for hours. His favorite creation is an evil blue ninja named "Blueballs." Is it a Freudian thing?

### Current Favorites

NCAA Football 99  
Madden NFL 99 (PS)  
NFL GameDay '99  
IS Soccer Pro '98

### Favorite Genres

Sports, Strategy

### Kraig Kujawa



Now begins the time of year when Kraig locks himself in the office and does nothing but play the new year's crop of football games. Right now, he's really into NCAA Football 99. In fact, he just narrowly beat John Ricciardi in a nail-biting game that went triple overtime. At least all of this pigskin play will be put to good use with the next EGM Guide to Sports Video Games right around the corner.

### John Ricciardi



John's had quite a busy month. He spent most of his free time playing through Shining Force III (great game), before heading out to chilly California (yes, chilly—go figure) with Boss England to check out the final Japanese version of Metal Gear Solid (it's sweet!) Now that this issue is finished, he's getting ready to sit down with next month's biggies—Parasite Eve and Mega Man Legends. Life is good...

### Current Favorites

Banjo-Kazooie  
Metal Gear Solid  
Shining Force III  
Red Beans & Rice

### Favorite Genres

Action, Adventure

### Shawn Smith



Shawn's recent road-trip to New Orleans put distance into perspective for him. He told us that "Driving to New Orleans from the Chicago area is like playing through Banjo-Kazooie from beginning to end—except in Banjo you don't drive an Oldsmobile." Yeah, something like that. Now that he's recovered from the "authentic New Orleans sausage" in his gumbo, he's thinkin' ng about going Vegetarian.

### Sushi-X



We haven't seen very much of Sushi since E3 came to a close. Word on the street is that he's been hit by Cupid's love shuriken, which would easily explain the smell of perfume lingering around his area at the office. Problem with Sushi is you can never tell if it's really a new woman in his life or just another rare piece of Street Fighter II merchandise. Something tells us it's the latter this time...again...

### Current Favorites

Metal Gear Solid  
Pocket Fighter  
Shining Force III  
Kartia

### Favorite Genres

Fighting, RPGs

## BANJO-KAZOOIE



### Game of the Month



Publisher: Nintendo

Developer: Rare

Featured In: EGM #108

Number Of Players: 1

Best Feature: Lots Of Objectives

Worst Feature: Same Old Game Of Rare Character Designs

www.nintendocom

**Banjo is the best 3D action/adventure game to date.** Around almost every corner there's something that simply floors me. For instance, in one level you enter a large water filled room where a giant mechanical shark is anchored. The thing easily takes up the entire screen and is really awesome-looking. In another level, you can fly all the way to the top of a huge snowman and then take a sled down his scarf. The levels give me a feeling of great depth. This coupled with the interactiveness of the levels makes Banjo one to buy. I haven't played a game in a long time that offers this much gameplay. You have to use all of the moves you learn in order to truly complete each level. There's musical notes, jingles, puzzle pieces, a number of minigames and adventure characters to meet up with and many other objectives. Experienced players may beat early levels in less than an hour each, but beginners will definitely take a lot longer. With nine levels of modest size, the game is a formidable opponent. The graphics are easily the best on the system, and the music is a lot of fun. The sound effects on the other hand are just damned annoying by the fourth level or so. Why the game is so sickeningly cute I don't know, but it's nonetheless the best game in the genre by far. Go and buy it! **Shawn**

What Rare has delivered here is solid-gold gameplay—better, even, than Mario 64. The dual-character dynamic is “genious, the fog-free graphics are flawless (the N64's best), later stages are superbly challenging and the amount of things to do and secrets to discover is immense—almost daunting. You'll spend a long time lost in B-K's world if you want to perfect each level. But you'll spend time fighting the camera, too. **Crispin**

B-K's graphics are truly beautiful, and the game design is just exquisite. The sense of enormous scale is incredible and the sheer number of available objectives within each level probably outdoes any other game out there (even Mario). So is it the perfect game? No. There are two problems—one creative and one technical: 1) Banjo character is a tough character to really care about, and 2) Camera AI is frustratingly bad sometimes. **John D.**

Simply put, Banjo Kazooie is wonderful. It's grand, it's beautiful, it's addicting and most importantly, it's fun. The game is bigger and better-looking than Mario 64. It gives you so much more to do in terms of gameplay, exploration, secrets and technique. The challenge level is pretty high in some stages (almost to the point of frustration because you have to recollect items if you die). Overall, exquisite game design. This is a must-buy. **Dan**

## FLYING DRAGON



51

WILER

SUZUKI

STAGE 1

TECH 3

Publisher: Natsume

Developer: Culture Brain

Featured In: EGM #107

You have to kind of admire this for trying to do something different with the fighting genre. Unfortunately though, in trying to produce something that has a little bit of everything (" Flying Dragon is ALL fighting games in one!" proclaims the press release), Culture Brain has somehow managed to instead produce something which fails to excel in any area. It's a 3D fighting game, and a 2D fighting game...only both modes look virtually identical. It has "proper" characters and super-deformed characters. It offers Tournament Modes for up to eight players (also team play) and a Story Mode...and each of these offer more features than most fighting games. The most important and ambitious feature of the game though is the Monster Maker-esque character development found in the Super-Deformed game. Winning fights provides credits which can be used to purchase and upgrade more than 200 pieces of equipment. Building up this gear makes a fighter more powerful...and a more formidable fighter when taken back to the tournaments (by saving to a Controller Pak). You can customize controls, you can use combos, specials and counters...you name it. **Shame it looks, sounds, and plays like a real dog.** The animation is appalling, and gameplay-wise this really ain't no Tekken or VF. **John D.**

Flying Dragon's "all things to everyone" idea has fallen on its face. The 2D Mode looks just like the 3D Mode! The fighting is imprecise and sloppy with lots of cheap stuff, little technique and a lot of button-mashing. The 3D Mode is standard fare, only slightly more tolerable due to its building appeal. But the treasures are lame—special headbands, loin cloths, etc. that enable better throwing! C'mon. A so-so fighter for the N64. **Dean**

hate to dump on Flying Dragon, since it adds new tricks to the fighting-game mix, but the game plays, looks and sounds so darn terrible. The simplistic fighting engine is a cinch for button-mashers to master. Aside from a few counters, there's not much technique here. And while control is precise, the awful collision detection makes some attacks seemingly a matter of luck. Too bad; many of the game's moves are cool ideas. **Crispin**

The idea of building up a fighting game character RPG-style is certainly ambitious and I'm surprised no one has tried it before. Flying Dragon has to be commended for trying something new, but at the end of the day this really isn't an enjoyable game. The controls are bad, the presentation is terrible and when all is said and done the whole thing comes across as being something of a joke. Another bad N64 fighting game. Sigh. **Sushi**

www.natsume.com

## IGGY'S RECKIN' BALLS



Publisher: Acclaim

Developer: Iguana

Featured In: EGM #105

Even though we don't read each other's reviews before going to print, I've got a pretty good idea that my Reckin' Balls score'll be lower than anyone else's. I've already heard everyone's arguments as to why they dig this game, but nobody's been able to sway me on it—it's just not my thing. Don't get me wrong, Reckin' Balls is hardly a bad game. Puzzle fans will definitely enjoy it for its depth alone (there are more than 100 stages, not including hidden stuff that I haven't found yet). It's got a pretty good Multiplayer Mode too (for racing), but the Battle Mode is boring and uninspired and nowhere near as fun as most N64 games' Battle Modes. My problem is that the game just doesn't do anything for me. The characters are lame (they're like Madballs rejects with horrendous voices), the weapons are substandard and I just can't find the fun in mindlessly grapping your way through level after level of endless track. It's like Uniracers, but without all the cool stuff (the tricks, the speed, etc.). For four-player racing, I can slightly recommend it; for a family-type game that the kids might be amused with, I can probably recommend it a little bit more—but as far as "must-have" N64 games go, this just ain't one of 'em. Not for me, any way. Definitely get out and rent it if you can before committing to a purchase. **John R.**

I don't get why Ricciardi doesn't like Iggy's that much. It's one of those games that looks overly simplistic and boring, but once you sit down to play it, it really grows on you. The best part of the game is the excellent level design. Each track has a unique layout, keeping the pace frantic and the challenge level high. **Multiplayer, as expected, is a lot of fun.** This is no Mario Kart by any means, but you should still check it out. **Dan**

This is a really weird action/racing/puzzle game that turned out much better than I thought it would. Once you learn all of the different techniques, the One-Player Mode is a lot of fun—if you can ignore the repetitive music and lame voices. As far as the Multiplayer Modes go, Iggy is good for two players. Anything higher makes the viewing screens too small. I advise renting this—it's a game you'll either love or hate. **Kraig**

I hate its characters—and I despise the sound effects—but otherwise Iggy's Reckin' Balls is pretty fun. Its gameplay is best described as a 3D take on Uniracers (minus the tricks), and as in that game you need to learn the tracks before you start having real fun. IRB's fast pace makes for some confusing moments—particularly when you tangle with several other balls. Multiplayer racing's a bust, but Battle Mode's a bust. **Crispin**

www.acclaim.net

Number Of Players: 1-4

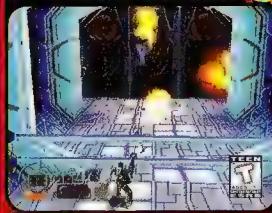
Best Feature: Cool Level Designs

Worst Feature: Uninspired Character Designs

www.acclaim.net



## C: THE CONTRA ADVENTURE



Publisher: Konami  
Developer: Appaloosa  
Featured In: EGM #103

I suppose C is the best 3D Contra game, but that's only because 1996's Contra: Legacy of War was a disaster. At least C attempts to be a Contra game—in a few places, anyway. It starts out promising enough, with a 3D side-scrolling "remix" of the first level of Contra III for the Super NES. But even this stage is ho-hum, lacking the tiny touches (exploding cars, collapsing buildings, etc.) that put so much personality—and soul—into the Super NES game. C's remaining eight levels slide downhill from there. These monotonous 3D stages at times play like an uninspired Tomb Raider clone, other times like Legacy of War (blah). A few levels do rip pages right out of Contra history. One decent stage is reminiscent of the forward-scrolling bunker busting portions of the original NES Contra. And C's final level... this one also side-scrolling... is home to a classic Contra Boss. Still, it takes more than familiar weapons, enemies and flashing red dots to make a Contra game. You need top-notch control, which C often lacks. And you most definitely need a two-player mode, which this also lacks. Like Legacy of War, C was developed by Appaloosa Interactive. OK, Konami, you gave this team two tries, neither of which worked out. For the sake of the franchise, please develop the next Contra in-house!

**Crispin**

What's the deal with this one? Is it that hard to do a good Contra game? It shouldn't be. The first level makes you think the game might be alright—it has somewhat of an old school feel. But then the game goes on and it turns into something completely different. Lame catch-phrases spouting from your character's mouth, unimaginative enemies and Bosses attacking from every angle and a lack of decent gameplay await you.

**Shawn**

I don't know about you, but when I upgraded from a SNES to a PlayStation three years ago, one of the reasons I did so was to play better games with better graphics and, you know... more "oomph." This has about as much "oomph" as a plastic spoon. The graphics suck big time, and to be honest Contra III both looked and played much better. It's dull, unimaginative and a disgrace to the Contra franchise. Avoid like the pox.

**John D.**

Yet again, Konami has brought out another lame game that shouldn't have been called Contra. The gameplay is incredibly annoying—too hard in some spots, too easy in others. Worst of all, it's too repetitive even though it has different 2D and 3D levels. The graphics and sounds are pretty average, but the gun effects and explosions are really bad. Konami, please bring out a real Contra game before it's too late.

**Kraig**

**VISUALS**  
**5**

**SOUND**  
**4**

**INGENUITY**  
**3**

**REP**  
**3**

[www.konami.com](http://www.konami.com)

## C&C: RED ALERT RETALIATION



Publisher: Westwood  
Developer: Westwood  
Featured In: EGM #107

Originally designed as a PC add-on disc (called Aftermath), Red Alert: Retaliation has been substantially reworked to stand on its own as a sequel to the best real-time strategy game on the PlayStation. Retaliation offers 34 completely new (and more difficult) missions, 100 new multiplayer maps, and a ton of new units to make it play somewhat differently from the previous Red Alert game. The new units are quite welcome and add some depth to gameplay, but they don't present anything that we haven't seen before in one form or another. For example, there are Tesla Tanks that simply shoot Tesla bursts from their turrets instead of shells and Shock Troopers that shoot the same bursts instead of bullets. Suffice to say, if you're looking for all-new and fancy units, you might be a bit disappointed. Graphically, the game is identical to the original, but at least there are 16 new techno-tunes to wage war by. As you can see, there are a lot of additions, but just as many things that are the same. Because of this, my recommendation for this game is two-fold. If you don't have Red Alert or do and are a die-hard fan, it's a good idea to buy Retaliation. But otherwise, it's probably a much better idea to rent it and try out some of the new levels to see if it's really worth buying what's essentially the same game twice.

**Kraig**

If C&C: Red Alert only served to whet your appetite, then prepare for a full-course meal. Retaliation is a great package for any real-time strategy fan. This two-disc set has tons of missions, lots of new units and more maps (for Skirmish and PnP Modes) than you'll ever need—over 100! The 'tuitive controls take no time getting used to, although on larger maps, it gets really tough trying to coordinate everything properly.

**Dan**

If you're a fan of the previous two PlayStation C&C games, then Retaliation is a must-buy. And that's appropriate, seeing as how this game's intense difficulty is geared toward C&C veterans. The new units, more puzzle-like missions and secret scenarios (Egad! Giant ants!) make this more than just a glorified mission pack (well, it's actually two PC mission packs). But best of all are the Multiplayer, Battle and Co-op Modes.

**Kraig**

I'm a big fan of the C&C series, and yet again Westwood seems to have done the trick. The formula may be getting a little old these days, but for PlayStation strategy gaming this is still one of the best series. Retaliation is tougher than previous C&Cs, but there's enough new stuff to keep you interested. The new units are basically old RA units stuck together, i.e., Tesla + Tank = Tesla Tank, but it still makes for an exciting game.

**John D.**

**VISUALS**  
**6**

**SOUND**  
**8**

**INGENUITY**  
**5**

**REP**  
**8**

[www.westwood.com](http://www.westwood.com)

## CRIME KILLER



Publisher: Interplay  
Developer: Pixelogic  
Featured In: EGM #104

I lost count of the number of times I threw down the joystick and screamed, "I hate this f#@#@#\$ game!" while playing it. Frustrating just isn't the word. It may have high-speed graphics that zip along at a reputed 60fps, and it may be filled to overflowing with lens flare and colored lighting, but it has a nasty habit of killing you five seconds before the end of a mission. Control of your futuristic cop vehicle (car, bike or hover-plane thing) is extremely responsive, but at no point makes any kind of attempt at trying to be even the remotest bit realistic. The high-speed high jinks are fun at first, but can make hurtling around the smallish city maps fairly tough in places. All of the mission goals sent to you by police dispatch (destroy this, pacify that, blow this up, etc., etc.) result in scripted bad-guy movement patterns and you don't get the impression that there is really any AI driving the enemy responses. Targets always turn up in the same place and then follow the same route every time, though it does seem to throw objectives at you in a random order. Woo-hoo. Careful, such variety will make me giddy. Yet another PlayStation game that exhibits a preference for style over content. Nice graphics engine, duff gameplay. For the big kids among us however—there's a button for the siren sound...

**John D.**

Crime Killer gets points for being real fast (60fps) as well as graphically sharp. Honestly, the gameplay isn't that bad either. The problem is the premise—rooting around a city playing cat and mouse with criminal vehicles gets old quick. Too much radar watchin' and not enough variety in the levels contributes to the malaise. I could see the game's engine being used more appropriately for a straight racing sim, though.

**Dean**

There's a lot of futuristic driving action games out there, and Crime Killer doesn't do enough to set itself apart from the mediocre pack. The graphics are good and the frame rate is fast, but this sort of unoriginal gameplay is getting a little tired. The mission-based combat gets repetitive and tedious, though there are a variety of vehicles and weapons to help spice things up a bit. In the end, this is an above-average, but forgettable title.

**Kraig**

I like to drive fast and blow stuff up as much as the next guy, but Crime Killer almost takes the fun out of offensive driving. The 15 missions are so mindless and repetitive that I quickly lost interest in the game and its haphazard plot. OK is more like a ground-based G-Police with randomly generated missions and really, really stupid enemies. Most badies, in fact, seem to just circle the block, waiting for you to kill them.

**Kraig**

**VISUALS**  
**7**

**SOUND**  
**6**

**INGENUITY**  
**5**

**REP**  
**3**

[www.interplay.com](http://www.interplay.com)

Number Of Players: 1

Best Feature: Side-Scrolling Levels

Worst Feature: Apparent Lack Of Enemy AI

# IS SOCCER PRO '98



Publisher: Konami

Developer: Konami

Featured In: EGM #108

While it's not as healthy as the N64 counterpart, ISS Pro '98 has a great balance of realistic and arcade gameplay tempered with a swell amount of stats and options. Variable game speed control and a bunch of difficulty levels are especially useful in this competent game. In general, the game feels like an improved version of Goal Storm '97 (which is a great compliment by the way). **There's no World Cup license but with play this good, who cares?** Player animations are decent if not a little jerky-looking when in motion, but head movements, hand gestures and defensive moves all look nice. The ball and game physics in general are believable. There are no crazy half-field goal shots or other such "money plays." Slide-tackles are realistic—no 20-foot blasts when the player is barely moving. Little things mean a lot too, especially tactics like the through- and long pass. The through-pass is especially instrumental in keeping the game momentum on the speedy side. A well-executed fast break using nothing but through-passes is a beautiful thing to witness in ISS Pro '98. As far as negatives go, the weather effects are a little cheesy (especially rain) and while I personally don't agree, Riccardi seems to think the goalie AI is on the weak side. For the PS I would rank ISS Pro '98 near or at the top of the heap. **Dean**

My testing of this game involved a re-creation of England's failed World Cup game against Argentina. Fortunately, my game didn't result in a travesty of free kicks and penalties. It did however, reveal that **ISS Pro '98 is probably the best football game on the PS**. It doesn't feel quite as solid as the N64 version (the controls don't feel as reliable) but the flexibility of the game makes up for this. Who cares if the player names are wrong? **John D**

It's not as good as the N64 version, but this version of ISS for the PlayStation is the best soccer game on the system, easily topping any of the other soccer games in playability. The graphics are very good, particularly the smoothly animated players that move about at a brisk pace. Again, as always with Konami games, the game lacks licensing to make it the complete package. But nevertheless, this is the PS soccer game to get. **Kraig**

Even though the graphics and animation in ISS Pro '98 are superior to those in EA's World Cup '98, I still prefer the latter overall. **Passing and defense are overly dominant in ISS Pro**, to the point where it becomes frustratingly difficult to make any swift advances on the net...and when you do, more than half the time you'll have no problem scoring (the goalie AI is pretty lame). Definitely a very solid game, but I prefer WC98. **John R**

Number Of Players: 1-4

Best Feature: Smooth Gameplay

Worst Feature: Hokey Weather Effects

www.konami.com

# KARTIA



Publisher: Atlus

Developer: Atlus

Featured In: EGM #108

Kartia may look like another Tactics-style clone, but it looks and plays different enough from its brethren (Final Fantasy Tactics, Ogre Tactics) to warrant a serious look...assuming you like these kinds of games enough to figure out the nuances of each one. To start off, Kartia is beautiful—not quite up to FFT standards, but the art and music are grade A. The suspenseful story line also kept me engrossed. **I had a hard time putting down the controller** because I wanted to see what events would unfold after finishing each battle. But the game's best side has got to be its strategy engine. It's extremely simple to learn (making Kartia a little easier to get into than FFT, in my opinion). But the nature of Kartia's battle system also forces you to really think and plan out your fights. The on-field factors (weapons, unit-type, terrain, magic) can be so integral, you can spend 10-20 minutes before each scuffle preparing your army (yet all the details never bog the game down since the gameplay is so intuitive). On the downside, the story line is 100 percent linear, with no interactivity, and the human characters have no great distinction between them (Kartia doesn't have character classes like Mages or Archers—everyone draws from the same pool of weapons and spells, making them very generic). **Dan**

Kartia was developed with the promise that it'd be easier to get into than the deeper FFT Tactics and Tactics Ogre. And, sure enough, the game's rock-paper-scissors combat is user-friendly yet still challenging to fans of this RPG subgenre. But your ability to create weapons, mix magic and monster types and preplan for battles means Kartia is **anything but shallow**. The two-player options are a great perk—much better than 10's. **Crispин**

Kartia fooled me. At first I thought the game would be a standard strategy/RPG. I was wrong. It may not have the flashiest of graphics or the most well-written dialogue, but the story is engaging, the music is great and the battles are challenging. **The Vs. Mode is the game's best feature**. As games of this sort should have a two-player mode like Kartia's, No, Kartia isn't the best game in its genre but it's one to seriously look into. **Shawn**

If you liked Final Fantasy Tactics or Tactics Ogre, Kartia should be right up your alley. Thanks to the simplicity of the battle system (it's not too simple, but it's much less complex than either of the above two games), it's really easy to get into Kartia, and the story (actually two stories) will keep you hooked. The 2p battle is a nice addition, and the Amano art is gorgeous (the man's a genius). This is the next step for FFT fans. **Sushi**

Number Of Players: 1-2

Best Feature: Intuitive Strategy Engine

Worst Feature: No Character Classes/Jobs

www.atlus.com

VISUALS	SOUND	INGENUITY	REP
8	7	8	8

VISUALS	SOUND	INGENUITY	REP
7	8	7	6

# MLBPA BOT. OF THE 9TH '99



Publisher: Konami

Developer: Konami

Featured In: EGM #108

New game, same story. It's time for this game series to grow up. The latest addition to the Bottom of the 9th series is by far the best of the bunch, but it still suffers from most of the same problems that hurt the previous few editions—it just doesn't feel like a complete game. There is no MLB team license (there are real players though), the menus look pathetic, and the game's features are very sparse, save a cool Training Mode. Thankfully, the game is pretty fun to play. It takes some getting used to, but BotN's tight gameplay gives you the feeling of being in total control of the action. To ease your way into gameplay, you can change a few options to make many of the hardest parts of the game happen automatically such as fielding, or aiming your bat. The 3D graphics are a mixed bag. The player models are decent, but lack major detail. In fact, they're probably the least detailed of any recent PlayStation baseball game. Most of the animations are very smooth and look real, but on occasion there will be some slowdown or one that just doesn't look right. In all, BotN '99 is a good game, but one that's difficult to recommend given its meager competition. If you don't give a damn about tons of features, atmosphere and team licenses, then give this one a shot. Otherwise, just play MLB '99. **Kraig**

BotN '99 has a couple of very cool features (Scenario and Training Modes) that barely keep the game from falling into the pit of mediocrity. As a baseball fan, I have to ask—**why bother releasing a game that's lacking a team license and most of the ballpark's when the competition has all that and more AND (in most cases) better gameplay?** With the right tweaks, BotN could be a real contender, but for this year, I'll pass. **John R**

I'm diggin' this one. Bottom of the 9th '99 is a fast, competitive and very easy-to-learn baseball game. Sure there's no team license and the stats aren't heavy, but I'll take gameplay over stats any day. The ambience is good, as are the player's animations and the classic batting interface. Granted it allows you to hit a lot, but it does keep things exciting. For a fun, arcade-style baseball game, BotN '99's quid' good. Give it a try. **Dean**

Bottom of the 9th is a very safe baseball game for those who you don't care much about stats and realism. Since I don't care about that stuff, the game's almost perfect for me. **This one gives good play**. The graphics and animation are solid, the voice-over and music keeps things moving and the game's ease-of-py is quite impressive. Since all I want is to play a baseball game is some fun, BotN is the one for me. **Shawn**

VISUALS	SOUND	INGENUITY	REP
7	7	5	8

VISUALS	SOUND	INGENUITY	REP
8	7	5	8

Number Of Players: 1-2

Best Feature: Fast Gameplay

Worst Feature: Weak Presentation

www.konami.com

# NCAA FOOTBALL 99



Publisher: Electronic Arts

Developer: Tiburon

Featured In: EGM #107

It's amazing what EA can do when they put some real effort into it. Instead of just throwing their college football game together this year, they gave it its own development team. The result is that **NCAA '99 is much better than last year's game**. The most obvious change are the polygonal graphics. EA did a great job of making the players look and function in 3D, without letting them suffer from the typical boxy and rough-edged look associated with polygons. This is because the player models are very good and the textures on each player are so detailed that they hide many of their rough edges. Additionally, there are tons of new animations (wrap tackles, low, high and one-handed grabs) that make the players come to life. The only downside is that the frame-rate drops a bit sometimes (particularly when there's lots of players moving on-screen), although it doesn't hurt the flow of play much. NCAA's game play is very good and easy to learn. The artificial intelligence is pretty good, and there are tons of learning aides available to help newcomers become comfortable with the game. The amount of features in NCAA '99 is just unbelievable. The Dynasty Mode and number of college licenses it has are unrivaled, and it even has a play editor. If you're a college football fan, be sure to get this game!

**Kraig**

Detailed polygonal players, a play editor, classic games of the past and improved player animation all shine bright in NCAA this year. **Strong AI prohibits unrealistic play** (running left and then throwing hard right, etc.), which is a big improvement. The game is very similar, almost to the point of frustration, but it still retains some flash. My big complaint—the tackles still look unrealistic. Otherwise this is a greatly improved game.

**Dean**

This is what I've been waiting for. Last year's NCAA game had plenty of options and depth, but the AI was just far too shoddy. Now we get a much better engine, far more options and features than last year, and best of all great AI that rivals last year's Madden games. As always with EA, the game's presentation is fantastic, and the game play is as solid as ever. If you're a fan of college football, you must check this out. Great game!

**John R**

EA Sports' first polygonal college football game is nice, it is a very comprehensive title. In fact, NCAA Football '99 has so many features, you'd think you'd never need to buy another football game. This one has a play editor, historic games, a Dynasty Mode, etc. The game play is solid too, except tackling takes getting used to, and the animation is a bit sluggish. It's about time EA Sports left the ugly world of sprites behind them.

**Dan**

[www.easports.com](http://www.easports.com)

# POCKET FIGHTER



Publisher: Capcom

Developer: Capcom

Featured In: EGM #107

A pint-sized, super-deformed version of Street Fighter was inevitable. Thankfully, Capcom gave Pocket Fighter (Super Gem Fighter Mini-Mix in arcades) a decent treatment. Unlike some other "kids" games, Pocket Fighter offers a lot of new and interesting ingredients in the old SF formula. Perhaps the best is the use of gems to power up individual special moves—now, instead of just straight fight-to-the-death rounds, you have to worry about collecting gems to build up your fireballs and dragon punches. This leads to some fun and frantic matches as you and your opponent race around trying to gather all the gems on the screen. **Pocket Fighter has a certain magical quality to it, because everything is so...cute.** Ken's Shinyaku leaves him charred, Chun-Li passes love notes while transforming into a feline Mega Man, er, Mega Kitty. But once you've seen all the wackiness, Pocket Fighter may leave you a little empty. The gameplay, despite having counters, roll-aways and other features, is very simplified. The worst offender's the tap-tap combo system (any moron can pull three or four-hit combos off with minimal effort). This is a fun game, and Street Fighter fans should check it out, but it may be better suited for younger, less hardcore fighting game fans.

**Dan**

Pocket Fighter isn't exactly the most in-depth fighting game Capcom's ever made, but it really does have a lot more to it than just cutey graphics and hilarious animations. The gameplay is fast paced and fun, and the Guard Crushes and special combos add a lot to the game's appeal. The Edit Fighter Mode does nothing for me at all, but it doesn't take away anything from the game, so what the heck. **Capcom fans will eat this up.** **John R**

Maybe it's the ludicrous over-the-top presentation or the bizarre sense of humor evident throughout—I dunno—but this is very cool. The graphics and animation are superb, and while the game play itself is more of your "disposable" variety rather than hardcore Street Fighter action, it does have a distracting quality that makes it enjoyable. **Don't take it too seriously and you'll have a good time—and that's what's important.** **John D**

[www.capcom.com](http://www.capcom.com)

Pocket Fighter surprised me. Underneath the childish graphics and silly combos (Akuma swinging a giant ax? Yes!), I found a solid and decent fighting game. **Although Pocket Fighter takes considerably less skill to play than any of the grown-up SFs, it's still fun.** The Edit Mode, however, should've been left out. This Create-your-own-fighter Mode had potential, but what's the point if you can't play as your own character?

**Sushi**

**VISUALS** 7 **SOUND** 7 **INGENUITY** 8 **REPLAY** 7

# TURBO PROP RACING



Publisher: Sony Computer Entertainment

Developer: SCE Europe

Featured In: EGM #109

Turbo Prop Racing reminds me a little bit of Jet Moto. Both games are kind of fun (or at least competent) but they don't quite take it over the top. In other words, they're middle of the road, perhaps just mediocre. That's not to say TPR doesn't have some nice features and redeeming value 'cause it does—especially when compared to Interplay's less-than-stellar Power Boat Racing (don't get them confused). I won't even go there...but I will say **TPR does a much better job of creating the sensation of speed and agility on water than PBR did.** Granted the water effects are still well below Wave Race 64 quality, but they're not bad, especially in light of the PlayStation's leaner processing power. I found most of the courses playable, with the emphasis on the racing gameplay rather than the aesthetics of the courses. That, to me, is why you play a racing game. (Go figure!) Unfortunately some tracks (Canyon and Glacier Bay for example) are just too damn narrow and volatile to race well. These are a loss as far as I'm concerned. Still others provide the perfect water-way for flat-out speed and competition. Most importantly the gameplay and the frame-rate are both pretty good. Without these elements Turbo Prop would be below par, but happily they're present, making this a decent water racer all around.

**Dean**

The first thing that strikes me about Turbo Prop Racing is its graphics. There's not much bad about them other than the polygonal break-up that occurs at times with the water. But as we all know graphics only go so far. **The game's control just doesn't feel right in both Analog & Digital Modes, and in a racing game control is everything. I always end up getting spun around for no good reason. It's one to try—not one to buy.** **John R**

**Shawn**

This forgettable, vaguely WipeOut-ish racer just doesn't do anything for me. Its AI is frustratingly cheap. It needs more tracks. And it most definitely needs better control. **It took me an unreasonable long time to get used to my boat's squirrely handling—and even then I found it too easy to get thrown into the wrong direction. On the plus side, you get some cool multiplayer options, and the hi-res graphics look very nice.** **Crispin**

I remember when this came out in the U.K. a year ago under the name Rapid Racer...and as far as I can tell, nothing has changed apart from the name. Turbo Prop is significantly better than Powerboat Racing (that's not saying much), but it still suffers. I mean, really, who's interested in racing boats? **Imagine a slow-ish car racing game with terrible handling and blue, wobbly tarmac and you'll know what to expect.** **John D**

**VISUALS** 7 **SOUND** 6 **INGENUITY** 5 **REPLAY** 6

[www.playstation.com](http://www.playstation.com)

## WARGAMES: DEFCON 1



Publisher: MGM Interactive

Developer: Interactive Studios

Featured In: EGM #106

Number Of Players: 1-2

Best Feature: Number Of Vehicles

Worst Feature: Repetitive Gameplay

www.mgmininteractive.com

## WWF WAR ZONE



Publisher: Acclaim

Developer: Iguana

Featured In: EGM #107

Number Of Players: 1-4

Best Feature: Create-A-Wrestler

Worst Feature: Poor Collision Detection

www.acclaim.net

Any game that can make me want to play as huge men in tight outfits for hours must be a good one. WWF War Zone is such a game. It rather surprised me how great a time I had playing War Zone. Sure the animation is top-notch—some of the best ever seen on the PlayStation. Sure the game has a wide variety of moves and wrestlers—even ex-WWFer, Bret Hart. Sure the game has lots of different modes, from Tornado to Weapon Matches. But it's not until you get a couple of your friends and start bashing each other's skulls in (video game speaking, of course) before you truly appreciate this game. We all had a blast playing War Zone here. From Shawn and me cage tag-teaming up against John R. and Dean, to having a television smashed over my head (again, in the video game world—quit your wishful thinking), we all played for hours and laughed our heads off. The best part, by far, is getting to create your own wrestler from scratch. How can you go wrong with a game that lets you create a 500-lb, hairy freak show named "Elephant Sak" (Shawn's child)? The game couldn't score higher had the engine been tweaked. The controls are a bit sluggish, but worse, the collision between multiple wrestlers seems nonexistent at times, a slight downer in those frantic four-player slugfests.

Dan

This game is hilarious. You can have just as much fun with the Create Player Mode as you can actually "wrestle." The graphics are nice and are as life-like as I've seen for such a game. It's definitely a multiplayer title though. I don't know if I'd play it much as a man is it great as a four-player contest. Creating a slew of whacked-out wrestlers is half the fun, while the engaging gameplay and thrill of the fight is the other.

Dean

WWF War Zone is one of the best no-player games out there. Come to think of it, it's actually the best wrestling game on the PS so far, too. It's a little bit lighter on features than the NG4 version, and the graphics are a little weaker, but gameplay-wise it's just as much fun and a total blast with four people. The Create Player feature is too much fun—you can literally spend hours making your own wrestlers (we did). Check it out.

John R.

If you take War Zone for what it is, then you should have fun with it...I did. At first I thought to myself, "Man, another wrestling game," but this one really offers a lot. What really does it for me is the Create Player Mode. Since I care less about real wrestlers, this mode lets you make characters you can relate to (in my case a super-fat g-y named Bubba Jones won out). War Zone is a blast, especially multi-player.

Shawn

## SHINING FORCE III



Publisher: Sega of America

Developer: Sonic Software/Camelot

Featured In: EGM #104

Number Of Players: 1

Best Feature: Great Story

Worst Feature: Where Are Scenarios 2 &amp; 3?

I'm going to start this review by making a direct request to Sega of America: Please please please please please please please bring Scenarios 2 and 3 of Shining Force III to the U.S.! How else are you gonna keep your fans busy until Dreamcast launches next year? Anyway, back to the review. Shining Force III is awesome. If you're a fan of the series, don't even bother reading the rest of this review—Just go buy the game, now. It's not enough that this game has awesome graphics, an incredibly smooth 3D engine, a great soundtrack and intense battles—it's also got the best story of any SF game yet, and surprisingly good writing, too. The one big downside to Shining Force III is that it's part one of a three-part series in Japan, and the chances of us seeing parts two and three are pretty slim. It's too bad, since they each tell the same story as this one does, only from the eyes of a different main character (Prince Medina in Scenario 2, and presumably Julian in Scenario 3). This method of storytelling hasn't been done before in a console RPG, and it looks as if it might be really, really cool. That being said, you may want to brace yourself for an ending that's going to leave you wanting more... (I won't spoil). As I've said from that however, I can't recommend this game enough.

John R.

Shining Force III is a fun and well-made RPG, no doubt about it. The graphics are definitely above-average (especially those cool fight sequences), the music is really nice and the story line really draws you in. The strategic feel makes the game's battles quite difficult, but it certainly keeps you on your toes during play (and angry as hell sometimes). If this is the last Saturn game by Sega, at least they're ending on a good note.

Shawn

Shining Force III retains the exact gameplay style of the Genesis (and Sega CD) classics. And that's a very good thing, because I prefer this type of strategy/RPG to the more complex FF Tactics/Karla variety. Here, the story and RPG explorations on elements play a more prominent role than in those other games. And SFIII's story is very, very good. But with out Scenarios 2 and 3, it's an unfinished story. So, Sega, send us the rest.

Crispin

Shining Force III takes everything that made the Genesis games great and pumps it up to the next level. The 3D engine is great (some of the best graphics the Saturn has ever seen) and the music and story (what a story) are top-notch. Kudos to Sega for doing such a nice job on the translation. The battles are perfectly balanced throughout, even at the end, and they're a lot of fun to play. Sega, please give us Scenarios 2 and 3!

Sushi

Despite the ridiculous use of the classic movie license, this is a very cool action-strategy wargame that is very reminiscent of Return Fire. The gameplay is well-balanced between shooting and thinking, and will keep you busy for a long time since you can choose from two different worlds. The graphics, sounds and music aren't spectacular, but they are good enough to make this a surprisingly challenging and fun game.

Kraig

I don't appreciate that MGM thinks us console gamers need a dumbed-down action-oriented strategy game (compared to the PC version, that is). We're "smart" enough to play Red Alert, no? Still, Defcon 1 is enjoyable. The game's best features are its frantic gameplay and co-op missions. The game's worst features are its long load times and idiotic movement AI (units get stuck in the terrain all the time—it's very frustrating).

Dan

Despite a few rigginess, WarGames is actually pretty good. The graphics are perfectly adequate and the mission structure is simple but effective. It's all a bit Return Fire-ish—but that's not necessarily a bad thing. The problems are centered on the truly pathetic AI. Issuing one of the few, simple orders to your units frequently results in absolute anarchy. They can't even find their way back to base if there's something in the way.

John D.

VISUALS

SOUND

INGENUITY

REF

7

8

7

7

VISUALS

SOUND

INGENUITY

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VISUALS

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6

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# Vigilante 8

By XGS Andrew Baron

## Level Strategy

If you play Vigilante 8 like you play Twisted Metal 2, you'll probably die off pretty quick. The most important elements of this game are the level hazards. By all means, you should use them. More often than not, you can hit multiple opponents this way that more conventional means cannot.

Vigilante 8 has an interesting Whammy combo system that lets you chain attacks together to outrace an opponent. The easiest way to get a Whammy is to immobilize your opponent with a Bear hug mine, and then utilize the rest of your arsenal in a single surgical strike. With attacks like this, you can eliminate your opponents one by one.



Remember to keep moving at all times and you will survive whatever the competition has to throw at you.

There are 13 cars to choose from with five of them locked. When choosing a car, try to pick one that does a lot of damage. This will allow you to finish the fight before things get hairy. If you know where the Repair Wrenches are in each level, you'll be able to heal whenever you need to.

## Driving Offensively

hurt by this, turn way in the opposite direction and accelerate away.

### Objective Completion:

There are two mission types, Defensive and Offensive. To defend a target most effectively, keep away from it and lure your opponents to another part of the level. Offense is easier, as you can simply find your objective and destroy it.

### 1



The Bear Hug Mine is the best all-purpose weapon.

**Jousting Head-On:** To win a head-on joust, simply drop a Bear Hug Mine, then spin around to blast your helpless opponent. This way, you'll get in a whole bunch of easy shots.

### Close-Combat Fighting:

To win close-combat situations, simply ram into the side of your opponent. Keep turning as your victim turns, and he'll keep soaking up shots. To avoid getting



**The Whammy System:** These are the combos of the game. The best way to get a successful combo is to hurt an opponent, then click through the master nodes, start with the slow ones (Mortars) and move on to faster nodes.

Strategies To Get You Started On The Hottest Games

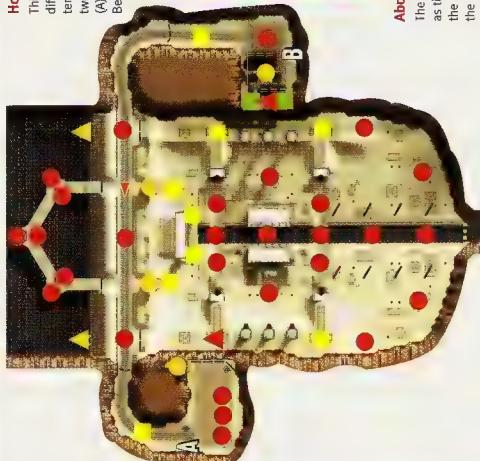
# JUMP START

See issue #50 for  
a complete  
strategy guide.



## Hoover Dam Item Locations

3



### Hoover Dam:

This level is one of the best for trying out different tactics. It sports a wide variety of terrain so many things will work here. There are two great ambush points at the Visitor's Center (A) and the Power Generator (B). If you set up Bear Hugs at the entrances, you can pick off anyone who happens to come too close.

### Item Key:

- Power-up**
- 1 Time Only Power-up**
- Special Only**
- 1 Time Only Special**
- Any Weapon**
- Repair Wrench**

### About the Items:

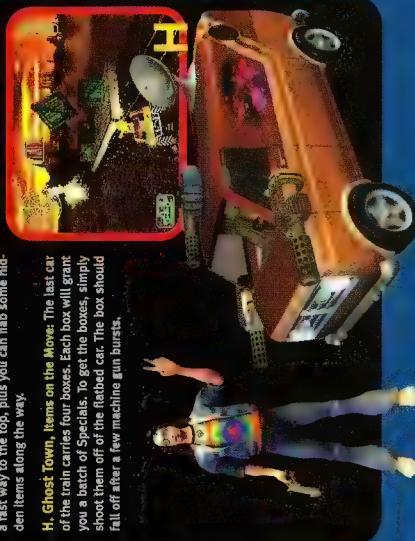
The weapons that spawn in the level will change as time goes on. Memorize the locations where the specials and wrenches are. These are by far the most useful of the power-ups.

## Opening up Hidden Goodies

**Hidden Cars and Levels:**  
By beating the game with each of the characters you will unlock the hidden cars. If you have beaten the game with the four "Hidden Boss" characters, you will open up two levels that you can play in Arcade Mode (Sand Factory and Secret Base). This also unveils the last of the secret cars - "the Alien."



By winning the game with each character you'll open items.



### E. Airplanes, Graveyard, Bomber Squadron:

There is a cool way to surprise your opponents. Drive through the wire that connects the air traffic tower and a pole with a wind indicator. Then a bomber will make a pass at your enemies and "ruke 'em!"

**Ambush Points:** You can ambush cars in the area hidden behind the billboard. Plant mines at the entrance, and you can totally maul anyone who comes close.

**F. Casino City, Zepelin Rider:** You'll see a lot of power-ups on the rooftops and wonder how to get them. The answer is simple. Find and board the Zepelin and you'll be able to steer it to wherever you want to go. You can then drop onto any building you want.

**Gold Dunes:** By hiding inside the nook inside of the hotel, your weapons will cool down. This lets you shoot a continuous spray of bullets.

**G. Ski Resort, Avalanche:** Crush the opposition by firing your machine guns at the trees lining the top of the mountain. This will trigger an avalanche that will most likely hit any cars near the bottom of the mountain. When you see the boulders coming your way, evade quickly or lose a quarter of life.

**Skull Hill:** You can board the IIRs by waiting at their gates and boarding when a car is available. This is a fast way to the top, plus you can nab some hidden items along the way.

**H. Ghost Town, Items on the Move:** The last car of the train carries four boxes. Each box will grant you a batch of Specials. To get the boxes, simply shoot them off of the flatbed car. The box should fall off after a few machine gun bursts.



# Vigilante 8

## MANY INCREDIBLE CODES

**Hidden Vehicles**—From the Main Menu Screen, access the Options. Choose Game Status and then press the Circle button for the passcode. Enter this password: WMNNWLHTSCULH. After pressing X, all of the vehicles will be revealed in Arcade Mode, including the '64 Luxo Saucer.

**Monster Wheels**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: MONSTER\_WHEELS. Every vehicle's tires will now be huge!

**Deadly Missiles**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: DEADLY\_MISSILE. Your interceptor missiles will do more damage.

**Lighter Cars**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: REDUCE\_GRAVITY. The vehicles will jump higher.

**Invincibility**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: I\_WILL\_NOT\_DIE. You will now be invulnerable to all hits.

**Same Vehicle**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: SAME\_CHARACTER. In

Arcade Mode, you can choose opponents that are the same as your car.

**Increase Difficulty**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: HARDEST\_OF\_ALL. Your opponents will now be more aggressive and the game will be more difficult.

**No Enemies**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: GO\_SIGHTSEEING. This allows you to pick "no enemies" in Arcade Mode.

**Play Your Own CDs**—When you are in the middle of playing the game, press Start to pause. Now press the Open button on the PlayStation. Replace the Vigilante 8 CD with any standard music CD of your choice. Now you can choose the track you want to play in the game. The only drawback to this is that you have to swap the disc again when the levels end.



## SECRET MOVES

Every weapon has two secret moves. One move for each weapon is revealed in the manual. Here are the rest: Interceptor Missiles - Halo Decoy Up, Up, Down, Fire Machine Guns Cost = two missiles.

Bull's-Eye Rockets - Stampede Up, Down, Up, Fire Machine Guns Cost = five rockets.

Sky Hammer Mortar - Turtle Turnovers Down, Down, Down, Fire Machine Guns Cost = two shells.

Brulier Cannon - Cow Puncher Down, Up, Up, Fire Machine Guns Cost = two shells.

Roadkill Mines - Left, Right, Up, Fire Machine Guns. Cost = one to six mines.

Cactus Patch - Left, Right, Up, Fire Machine Guns. Cost = one to six mines.

Brulier Cannon - Left, Right, Up, Fire Machine Guns. Cost = one to six mines.

Roadkill Mines - Left, Right, Up, Fire Machine Guns. Cost = one to six mines.

Cactus Patch - Left, Right, Up, Fire Machine Guns. Cost = one to six mines.

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Cactus Patch - Left, Right, Up, Fire Machine Guns. Cost = one to six mines.



All of the hidden vehicles will be revealed in Arcade Mode.



Enter MONSTER\_WHEELS at the Game Status option



Enter the passcode: WMNNWLHTSCULH under Game Status



This passcode will also reveal the hidden '64 Luxo Saucer!



This will give any car or truck huge, monster truck tires!



# Mortal Kombat 4

## DEFAULT GUNPOD WEAPONS

From the Main Menu, choose "Arcade" Mode. Now choose one-on-one Kombat. On the Fighter Select Screen, press Start on controller two. This will join in a second player. Now take controller one and move to the "Group" icon at the bottom of the screen. Choose this option and let player 2 choose his/her character. Now player 1 must defeat player 2. Then player 2 must press Start (at the Falling Screen) to continue. Repeat the same process on the Fighter Select Screen with player 1 choosing the group select, and player 2 choosing a character. You will notice that player 1 will be playing as a different character in succession each time you do this. Keep doing this process until you reach the last character in the Fighter Select Screen (Sonya). After the Group Select chooses her and you defeat player 2, have player 2 continue and go back to the Fighter Select Screen again. Now have player 1 choose any character (not from the Group select this time). Meat will appear in place of your chosen fighter. He will have the same moves as the fighter you chose from the Select Screen. As long as you continue, you can play as Meat with any other character.



Choose "Group" and let player 2 choose his/her character.



Defeat player 2 and press Start at the Falling Screen.



Repeat this and have player 1 keep defeating player 2.



Repeat this and have player 1 keep defeating player 2.

# Panzer Dragoon Saga

## HIDDEN ROOMS

There are a pair of hidden rooms filled with tons of goodies in the URU Underground Ruins.

Once you have beaten this level, go to the ruins with your dragon and make your way down one level to level B2F east. Once there fly to the large room to the north (the one with all of the unfinished monsters hanging from the ceiling). Between the large room and the hallway is a shadowed space that you can target and enter. Once you enter you will find yourself in a secret area marked B2F. There you will have to leave your dragon behind and go forward on a floater to gather all of the cool stuff. In order to get everything, you must go back and forth to this area five times. On one of the branches you will even find an entrance to a second hidden room, B??F.



Head to B2F east (map), then fly north to the large room.



Enter the shadowed space. You'll see an area called B??F.



On one of the branches, you'll find another area called B??F.

# Jersey Devil

## EASY 1-UP LOOP

When you first begin your game, jump on top of the sewer pipe in the fountain. Then you will find a 1-Up. Now when facing City Hall, take the path to the right. When you reach the dead end, touch the fence in front of you. It will fall down and reveal a pipe. Go into the pipe and you'll be in Knoth's Forest. As soon as you get there, backtrack through the pipe again to exit the level. Now go back to the fountain and the 1-Up will be back! Collect it to get another life. Repeat this and you will have a plethora of lives to begin the game!

By Matt Kellman - [www.1up.com](http://www.1up.com)



## All-Star Baseball '99

### N2O

#### MANY GREAT CODES

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Now access this option and enter the following cheat (the results shown):

Revolv Cheat - X, X, Square, X, X, Triangle, Triangle

Weapons Cheat - Square, A, Circle, Square, X, Square, Circle, Square

Infinate Lives - Circle, X, X, Triangle, Square, Triangle, Square, Triangle, Square, Circle, Square

Access any Level - Square, Triangle, Circle, Triangle, X, Triangle, Square, X, X, Triangle

Bonus Ship - X, X, X, Square, Triangle, Circle, X, X, Triangle

Bonus Level Access - Square, Square, Square, Square, Triangle, Circle, Triangle, Square, Square

Water Effect On - Circle, X, Square, Triangle, Triangle, Circle, Triangle, Circle, Triangle, Circle

No Bonus Reset After Death - Square, Triangle, X, Triangle, Circle, Square, Triangle, X, X

Disable Cheats - Square, Square, X, Circle, Circle, Circle, Triangle



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For a complete list of rules, prizes, eligibility and restrictions send a self-addressed stamped envelope to Elemental Gearbolt™ Contest c/o Working Designs, 18135 Clear Creek Road, Redding, CA 96001, or go to [www.workingdesigns.com](http://www.workingdesigns.com) on the World Wide Web.



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# The Final Word

by Kraig Kujawa  
kraig\_kujawa@zd.com



## Game Controllers: Progression or Regression?

**D**uring my tour of duty in the Review Crew, I've noticed one very annoying thing: I often play inferior versions of games on one system because the standard controller on the system with the superior game just doesn't work very well with it. The base controller of a system should never be so offensive that it keeps you from playing certain games, but it's definitely panned out to be that way.

The biggest offender is the Nintendo 64 controller. Sure, it revolutionized console game control with an analog stick, and the press went goo-goo over it. But frankly, after playing a lot of games with it, its major weaknesses are incredibly apparent. The digital pad is way too stiff, the controller has too few shoulder buttons, and worst of all, the face-button configuration with the small and unintuitive yellow "C" buttons is abominable.

It's obvious Nintendo designed this quirky controller implicitly to work well with games like Mario 64, Banjo-Kazooie and GoldenEye, and indeed it does. But what about fighting games and sports games—two genres that simply don't get along with stiff digital pads and small buttons all labeled "C"?" This is even more interesting when you consider that those are two of gaming's most popular and best-selling genres. What were they thinking?

To their credit, Nintendo has shown a great deal of pioneering spirit by forging new ground with analog control and their Rumble Pak—but I just wish they put as much attention into the overall design of their controller.

Sega seemed to have just as much trouble with their Saturn controller and may continue to do so with their Dreamcast. The Saturn controller went

through a small number of tweaks to fix its flawed shoulder buttons that were devoid of tactile feedback. Unfortunately the quality of the digital pad decreased, and finally the latest rev of their controller is pretty solid. Sega also did nicely with their analog controller. They learned and adapted—or did they?

As impressive as the Dreamcast's hardware is, the controller isn't. Yes, the PDA will add a gimmicky new dimension to games, but the pad is definitely a regression in design. It is bulky and has only four face buttons and two shoulder buttons. With such sophisticated hardware, it seems imminent that games will need many more buttons—something

Dreamcast's controller won't provide. It doesn't even have force-feedback—that's something that everyone has right now!

Ironically, the company with the least amount of gaming experience is tackling these issues best, albeit not perfectly. Sony's PlayStation controller has its minor shortcomings, but it is the best all-around pad. Furthermore, Sony has shown

amazing skill at quickly adapting to the evolution of controllers and then one-upping the competition by delivering it to consumers. For example, Nintendo brought out the Rumble Pak to much fanfare and Sony countered with the superior Dual Shock, now packed in with their systems. Sega was proud to show their PDA as one of Dreamcast's new wonders, and Sony was quick to steal that thunder by showing a PDA that works with their existing PlayStation.

Hopefully, this demonstrates that game control isn't just about gimmicks, bells and whistles, but rather sound, fundamental design. While game hardware is quickly progressing, it's unfortunate that in many ways game controllers are regressing.



We wish this Dreamcast controller had at least two more buttons.

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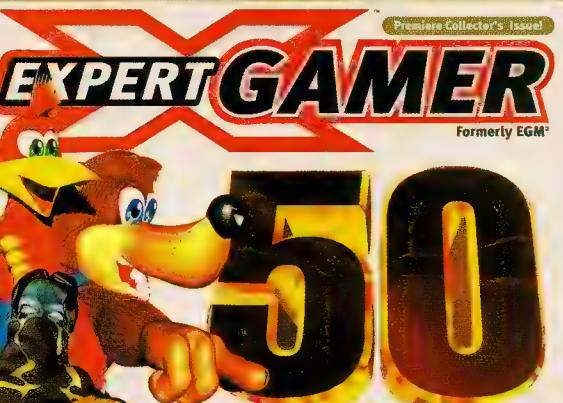
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# Next Month



Twisted Metal 3 is finally here. We'll have an in-depth look at this long-awaited sequel.

Next issue is gonna be big and packed with tons of information headlined with LucasArts' next N64 game, Rogue Squadron! Obviously, you'll want to hear those Star Wars tunes in grand style, which is why we're also going to have a complete guide on how to build the Ultimate Gaming Rig. Whether

you're shoppin' bargains or looking for a setup that'll rival the cost of a car, we've got the information you're looking for.

We'll have previews of Twisted Metal 3, and more Metal Gear Solid to go along with reviews of Parasite Eve, Madden NFL 99 and NFL GameDay 99!



The football wars are here! Check out reviews of this year's Madden and GameDay.

# ELECTRONIC GAMING MONTHLY

October 1998



LucasArts' latest Star Wars Nintendo 64 game, Rogue Squadron promises to be hot. Find out all about it next issue.

# EXPERT GAMER™



September 1998

So you think you've found ALL the secrets in Banjo-Kazooie? Read XG's next issue and think again!



XG's next issue will show you which weapon works best during certain situations in Elemental Gearbolt.



With a mixture of 2D and 3D, C: The Contra Adventure could leave gamers topsy-turvy—if they don't have the XG guide.

*Expert Gamer* takes you back to school with some exciting and detailed guides on today's challenging video games.

First, if you thought last issue's Banjo guide was extensive, just wait until September's. It will provide more helpful tips as well as a few "unexpected" surprises.

Elemental Gearbolt's main theme could be kill or be killed. However, XG's guide will make you the victor by pinpointing the Bosses' weak points as well as how to use each weapon to its fullest.

Also next month, we'll have a strategy guide on C: The Contra Adventure for Contra fans.



We'll show you the many impressive new features in GameDay 99.



Thunder Force V is almost here. We'll bring you the latest juicy details.

There's a couple of really cool milestones that we'll be celebrating in the September issue of *OPM*: There's the three-year anniversary of that little gray box known as the PlayStation and a full year of the *Official U.S. PlayStation Magazine* (12 issues and demo discs in the bag!).

Expect plenty of cool information worthy of these two stellar occasions aside from the requisite "Happy Birthdays To You."

And before you take your party hat off, check out our previews of NFL GameDay 99, Thunder Force V and DarkStalkers III plus reviews of Parasite Eve and WWF Warzone.

# Official U.S. PlayStation Magazine

September 1998



Explore a darker side of gaming with Squaresoft's apocalyptic RPG Parasite Eve, and save humanity while you're at it.

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104







Introducing "Pocket Fighter", the home version of the arcade game featuring diminutive versions of several of Capcom's best-known video game characters. Such as Mognon from "Darkstalkers", Ryu and Chun Li from "Street Fighter", as well as other characters from Capcom games. The object of the game in single-play mode, is to beat all of the other characters and gather the gems and power-up that your opponent loses every time he or she is hit or kicked by your opponent. "Pocket Fighter" is going to be the best fighting game out this year. For the Sega Saturn.

## Dracula X

This wonderfully developed action/scrolling game has been much anticipated for the Saturn. It will not be a new adventure, as well as a fast 2D action game for good characters. It is a game that is based on the original 1995 PC game developed by the studio of two men that created Dracula's Castle, "Under-ground Castle" and the 3D action game "Plant Ridge". This is a game that will fully take advantage of the system's capabilities.



Introducing "Radiant Silvergun", the newest vertical shooter from Treasure, the company that brought you "Contra". This newly released title features 12 unique characters animated by the same who designed "Guardian Heroes", this is a truly unique 2 person, 2D shooter.



## DEEP FEAR

Introducing "Deep Fear", currently the hottest Saturn game in Japan. This underwater adventure game, features the same type of elements that made "Resident Evil" a best seller. The scenario is set in the depths of the ocean where a submarine crashes into a Top Secret Marine Base. When a search and rescue operation is dispatched, a hell breaks loose. Victims begging to be killed moments before they are transformed into monsters. It adds up to an incredible adventure, the likes of which have rarely been seen on the Sega Saturn.



### Vampire Savior

The most exciting fighter for the Sega Saturn, a perfect translation of the arcade. With this action packed package of a 4 meg ram cartridge, there are almost no limits to the number of load times and best of all, once you have the game, you can access an option that will let you play English. The lighting English. The lighting



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*Faster & Better Than PSX Version!*  
Gamers have been awaiting for this hot arcade game to be released for the Saturn, and it's finally available and with the 4 meg ram cartridge, it's a dream come true. Just like the arcade



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The all time favorite 2D wrestling game featuring 6 player battle royal, and 3 different style wrestling rings. Plus each character have their own unique style of wrestling and awesome maneuvers. This game is a must have for wrestling fans.



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ST-Key is an adapter that plugs into the cartridge port to allow the Saturn to play imported software ideal for Japanese and European games (Converter does not translate the texts)



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F-Zero X



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- Space Circus
- Superman 64
- Turok 2

## Import N64 Titles

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- Dracula X 3D
- F-Zero X
- Fighting Cup
- King Hiru 64
- Legend of Zelda 64
- Show Speeder
- Super Robot Spirits

## Import Saturn Titles

- Advanced VG 2
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- D & D Collection
- Deep Fear
- Dracula X: Nocturn in the Moonlight
- Grandia: Digital Gallery
- Langrisser V
- Lunar 2: Eternal Blue
- Metropolis
- Pocket Fighter
- Radiant Silvergun
- Shining Force III/ Sen 3
- Super Tempo
- Soul Divide
- Wachenroder
- Ultra Man 3



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## Rival Schools



Parasite Eve



## Import PlayStation Titles

## US PlayStation Titles

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- Asteroids
- Capcom Generations
- Dead Unity
- LAPD 2100 A.D.
- Men in Black
- Moto Racer 2
- \*\*Parasite Eve
- \*\*Pocket Fighters
- Pro Pinball Time Shock
- Rival Schools U.B.F.
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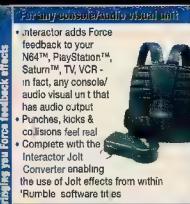
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